A NEWSFIELD PUBLICATION
No.67 AUGUST 1989

MAGAZINE AND CASSETTE £1.50

CRASH

SINCLAIR SPECTRUM GAMES



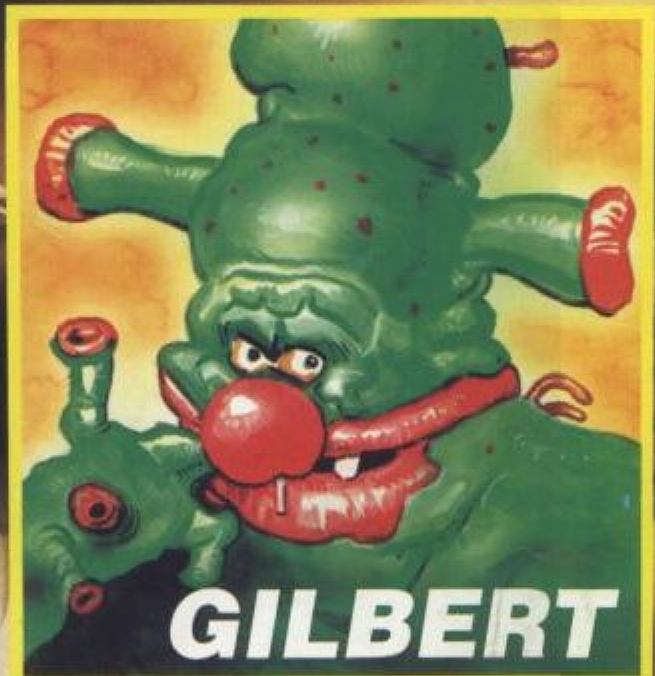
SCOOP REVIEW!

Buffalo Bill's Wild West Rodeo Show!

Tynesoft

SINCLAIR MAGNUM

Lightgun and games are here!



YEUCH! DISGUSTING!
Exclusive review inside

4 SUMMER THRILLS

SUPER KOOL GAMES FOR YOUR SPECTRUM!

EXCLUSIVE PLAYABLE DEMO:
Maze Mania. Hewson's brill + barmy arcade romp!

PLUS POKEs on tape!

Where's my MEGA GAME POWER cassette? Has someone nicked my month's fix of great games?!! Better ask my friendly newsagent!

NICK ROBERTS's PLAYING TIPS!

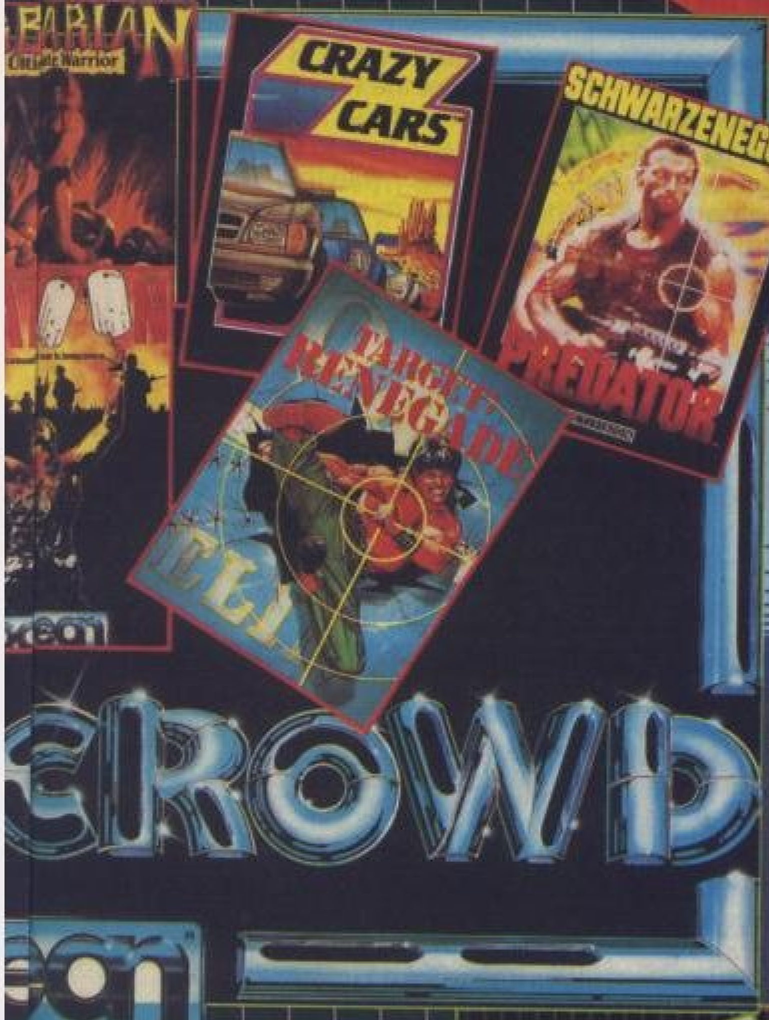
TIMES OF LORE The complete solution


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Featuring:
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CRASH – "Rastan is slick and compelling"
YOUR SINCLAIR – "So another spanker from Imagine. You'll be a fool if you miss it!"
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COMPUTER & VIDEO GAMES – "Simple. Smooth. Very addictive. A winner." ZZAP – "A superb arcade conversion and a great shoot 'em up. This is one for the ZAPPERS collection."
RENEGADE
COMMODORE USER – "As conversions go this still takes some beating – literally and metaphorically."
YOUR SINCLAIR – "The graphics are so slick you really feel you're part of an action movie rather than just playing a game."
ARKANOID
ZZAP 64 – "I thoroughly recommend Arkanoid – for the simple reason that it's simply gorgeous playing with it."
COMPUTER GAMES WEEK – "The take home message is simple. You want a great arcade game?"
FLYING SHARK
COMPUTER WITH THE AMSTRAD CPC – "This is an excellent game."
ACE – "Incredibly frustrating playable and addictive."
ARKANOID
REVENGE OF DOH
AMTIX – "Excellent – can't fault it. A future number one."
YOUR SINCLAIR – "Immensely impressive and chronically addictive. A Classic."
BUBBLE BOBBLE
AMSTRAD ACTION – "It's a cracker. Definitely a game I should keep coming back to."
GAMES MACHINE – "Packed to the brim with entertainment."
LEGEND OF KAGE
CRASH – "One I won't put down until I get through to the next level."
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"Combat School is brilliant – definitely the best arcade conversion around." – Zzap 64

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"If you're after some exciting beat 'em up action this is a good excuse to part with all your hard-earned cash." – Crash

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"Crazy Cars is a three-dimensional real-time simulation. This must be the ultimate car game." – Sinclair User

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"Predator is a superb tie-in and really hits the mark." – ZZAP! Sizzler

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CONTENTS

SUMMER THRILLS!

The summer just got hotter! This issue of CRASH is bursting with the latest and greatest stuff around on the Speccy scene, we've got all the games we could lay our hands on and the third action packed Power Tape! Unfortunately, being summer, the software world has caught 'summer-slumpitis', the deadly illness which results in hardly any games coming out. Only seven — seven!! — games up for review, hopefully the situation should improve next month. But apart from the games there's the Magnum Light Gun which should tickle your fancy and a host of extras, including the chance to win an exclusive Indiana Jones jacket, in this summer bonanza edition of the magazine that brings the action right into your own home!!

Game Thrills

METABOLIS



THRILLS ON TAPE

Where to find your thrill power!

SIDE A:
METABOLIS
NONTERRAQUEOUS
MAZE MANIA demo

SIDE B:
MOUNTAINS OF KET
ULTIMATE WARRIOR
POKEMANIA

Check the loading instructions on the inlay.
Should your tape prove faulty, don't despair; send the complete package to: **CRASH TAPE CLINIC (67), SPOOL LTD, First Avenue, Deeside Industrial Park, Clwyd, CH5 2NY.**
A healthy
Mega Power Tape will wing its way back to you.

How much of a softy are you? We don't mean 'big-girls-blouse' kinda softy. But do you go all squidgy round the edges at the sight of small, cute furry creatures? Good! You'll just love Metabolis! And even if you aren't much of a softy you'll love Metabolis anyway — it's a cartographer's delight! (Well, there are 150 screens which need serious mapping. Sounds more like a nightmare...).

The story has it that the invading Kremins have transformed the human race into a variety of little creatures. And true enough, this here story is fact: You've actually been turned into a man- brained bird by these evil aliens (- better than a bird-brained man...). Now it's your duty (Duty? You're furious!) to destroy these evil beings. You're obviously not going to get far as a twee bird, so you must find the potion which will restore you to your natural self, find the wizard who will cure your heart, weakened by this transformation, and then destroy the Kremins - all straightforward really...

The destruction of these despicable beings can only be brought on by a nuclear explosion — so find nuclear fuel pods, take them to the reactor room and run/fly like hell. Doesn't sound very Green to us!

The game area consists of a highly complex maze, about 150 screens large. As you fly around the maze you meet a variety of different creatures most of whom are pretty harmless. Some, like the starfish will kill on contact. If you have an encounter with a Kremin your energy will be sapped, so it's best to stay out of reach: that calls for some agility. Beware of the many traps, like the one-ton weight which will flatten, but not kill you. Your heart is a constant source of trouble, and you will die unless you can keep yourself topped up with angina pills. As your energy is sapped by the evil invaders a pic-

ture of a little bird gradually turns into a skeleton as you weaken. To reverse the trend you must find food and grow fat again. A little red heart will begin to flash when the strain is becoming too much (aw!) — hurry and find some more pills before it's too late! Who said this was fun? Look on it as a challenge and don't despair, it's not all bad news, you do have a weapon — a boomerang — if you can find it!

HAVE YOU META THE CONTROLS?

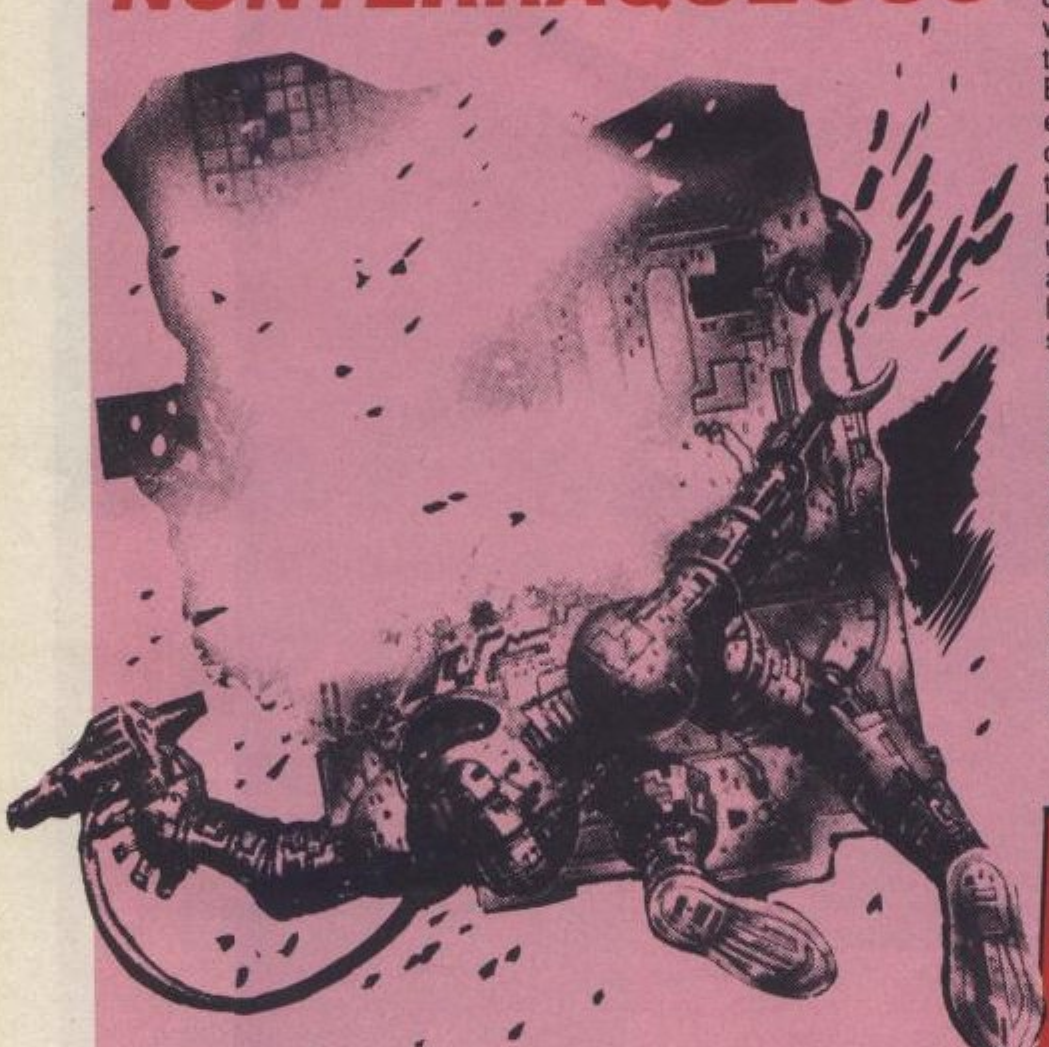
A bird in the hand is worth two joysicks. To be precise Kempston and Sinclair sticks. Alternatively the keyboard controls are Q/W left/right, O for up and K to fire. Okay?

WARNING!!!! If you have had your Speccy for ages you'll remember nasty things called Turbo or Hyper-loads which loaded stuff in really quickly. Unfortunately if your Speccy cassette player wasn't aligned properly the game continually crashed during loading. Sob.

Just to increase the challenge *Metabolis* has one of those loads. So, perservere. If it doesn't load first time twiddle your cassette heads to find the best setting. Good Luck!

MORE GREMLINS IN THE WORKS!
If you think this offering is great, just keep those kool eyes peeled. CRASH has two more Gremlin greats lined up for you! And one of 'em was a Smash!

NONTERRAQUEOUS



After much argument and consultation with Lloyd Mangram's Long Word Dictionary we haven't discovered what the title of this game means, but we've settled on a pronunciation, and that's 'Non-tear-ack-you-us. Got that?

Thankfully *Nonterraqueous* is only half as difficult to describe as it is to pronounce. There is a planet (type: cold and forbidding) that is ruled by a computer (type: schizophrenic, paranoid). It is populated by a people (type: suppressed for too long,eg CRASHless), the unfriendly computer is located in a mountain (type: big, cold and as yet unpenetrated). The population (type: defined above) decide to to build a robot of their own (type: spherical, guided, thick) and send it into the labyrinth (type: 1004 rooms, 42 levels, another cartographer's nightmare) in order destroy the computer within. You (type: human, CRASH reader, smart) have to guide the robot past all sorts of lethal obstacles (types: photon thrusters, floaters, rapid repeat slasers, force fields, rooms of corrosive gas, bombs, rockets, more bombs, etc) in order to reach the chamber that houses the computer.

To complete the mission successfully will require a great deal more than just a good trigger finger. Many of the obstacles demand adventure-like solutions, so it's thinking positron- protective-dome time again. As your robot moves from screen to screen it comes across some weird and wonderful shapes dashing all over the set. These little chaps are harmless (update: mostly harmless), they can be destroyed with laser fire, but collision with them, or indeed with any other object, will damage your psyche level (dictionary: for Psyche read Energy).You can recharge the energy level by plugging into psychers. Keep a look out for objects that will help with the various problems, some you will be able to pick up and carry, bombs, fuel pods and the like. Larger objects may have a more immediate use, but some objects may have undesirable effects when picked up. Below the playing area indicators give the score, psyche, number of bombs carried and the level that you are currently on. The authors have had the presence of mind to give an indication of the game-completed percentage to provide good players a means of describing to others just how clever they are (and get beaten up in the process)..

NONTERRIBLECONTROLKEYS
By which we mean it's as easy to control the droid with keys as it is with the Kempston, Interface II/Sinclair or Cursor joysticks. And the keys are

KEY	STICK	ACTION
Q	up	move up
A	down	move down
O	left	move left
P	right	move right
SPACE	fire	shoot

NONTERMINATING MASTERTRONIC

This is the second of a continuing saga of monthly game brillness from those nice people at Mastertronic. What is coming your way next month? Wait and fret!

ALL-ACTION ADVENTURE

THE KET TRILOGY

PART ONE

Dear oh dear oh dear! Some 'other' magazines just can't stand the pace can they? They've brought you adventure games on their covers, but their offerings were damp squibs (ie. a firework which has been piddled on). Now CRASH, knowing our readers are well tooled-up in the brain department, thought long and hard on how to bring you the pinnacle of adventuring. And we've come up with a winner! Incentive's all-time great Ket Trilogy!!

As you may have guessed there are three parts to Ket, one more challenging than the other. So collect parts two and three on the next two issues of CRASH! Each can be played individually, but enjoy them as a series for maximum thrill power.

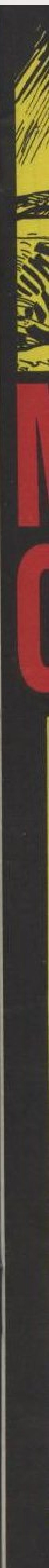
KET HISTORY

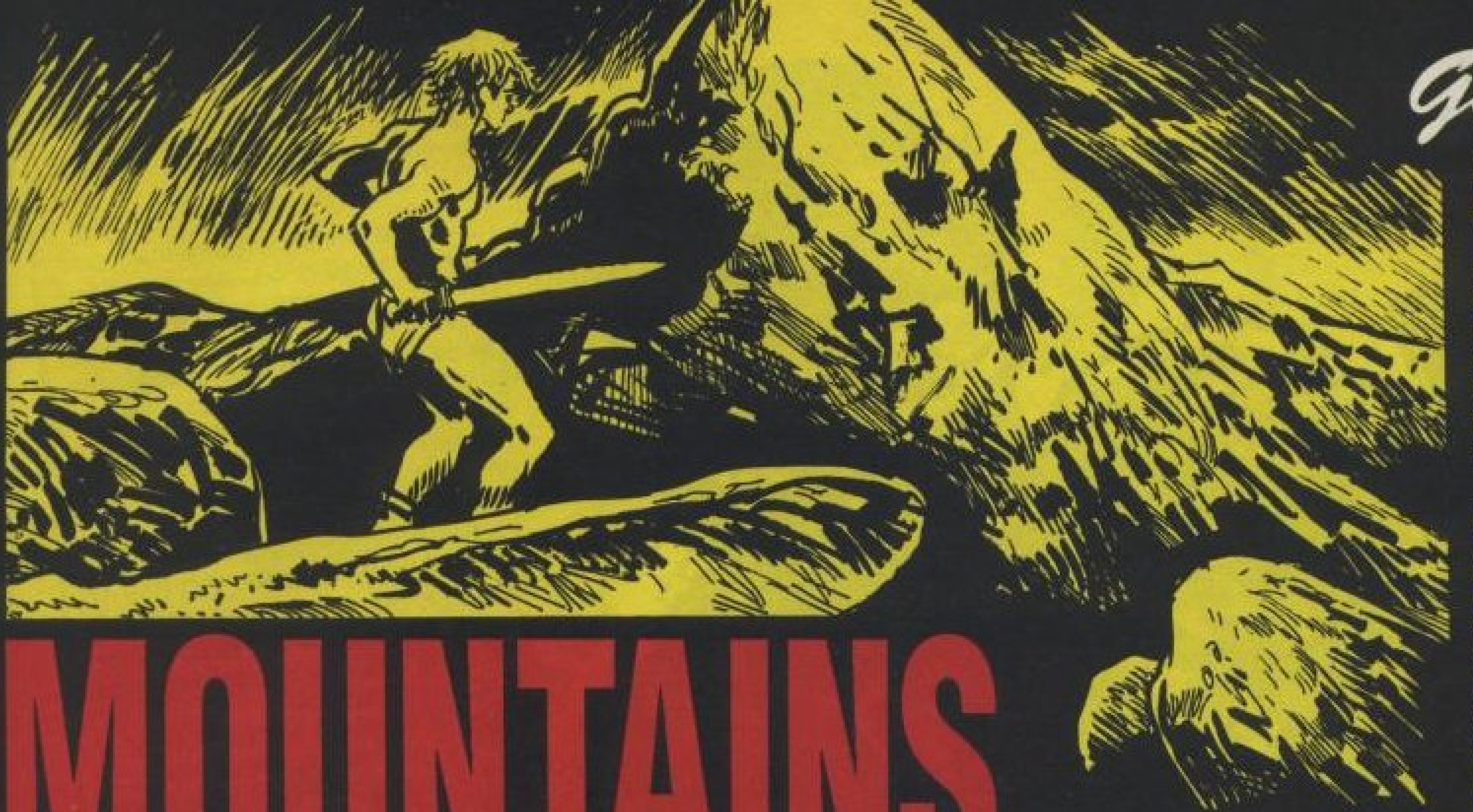
The lands of Ket have long been split into feuding groups and have never known peace. Recently, vicious attacks have come from beyond the range of mountains in the east — the Mountains of Ket. Worried about the state of the land, the Lords of Ket have joined together in an attempt to put a stop to these attacks.

Two people are the evil force behind the raids: Priest/King Vran Verusbel, leader of the cult of the Mad Monks, and their high priestess Delphia, the most beautiful woman in existence. It is thought by the lords that the death of both Vran and Delphia would cause the raids to stop. A courageous volunteer is needed...

YOU, THE ADVENTURER

Framed with a murder, you have been sentenced to a grisly death and are languishing in jail. It's the eve of the execution, when you are suddenly bundled off to face the Lords of Ket! You guessed! They give you a do or die choice — and you choose to do! Destroying Vran and Delphia is your ultimate task, and not an easy one, you are warned: both are cunning and devious...





MOUNTAINS OF KET

MOUNTAINS OF KET

Your mission in this adventure is to reach the far side of the mountains alive! However, you first have to locate the secret entrance at the base of the Mountains of Ket. This, you are told, lies within a short horse ride to the east of a small village. Your task is then to successfully negotiate a route through the strange mountains. Beware: many have entered the Mountains in he past, never to be seen again.

Not doubting your loyalty for one moment, but to make absolute/ sure you really do stick to your mission, a magic assassin bug called Edgar is placed on your neck. His orders are to sink his poisonous fangs into you at the slightest sign of you doing a bɩnk.

PLAYING AN ADVENTURE

When entering commands, use the verb/noun combination. You will be told if your command is not understood, or you try doing something impossible. Here are a few sample commands... Get Swod, Drop Sword, Go North, Say Hello, Count Coins, Say Hello... You have additional special commands: Inventory - lists the obects you have, Stat - shows your status and condition, Score - how wel you are doing, Beep - turns of the Speccy keyboard beep, Help - could be useful, Look - redescibes current surroundings; Save/Load, and Quit.

Most commands can be shortened: North N, South S, Up U Down D, etc.

HINTS 'N' TIPS

Edgar says 'Don't just kill everything!'

Once inside the mountains, leave valuables in a safe place for a massive score.

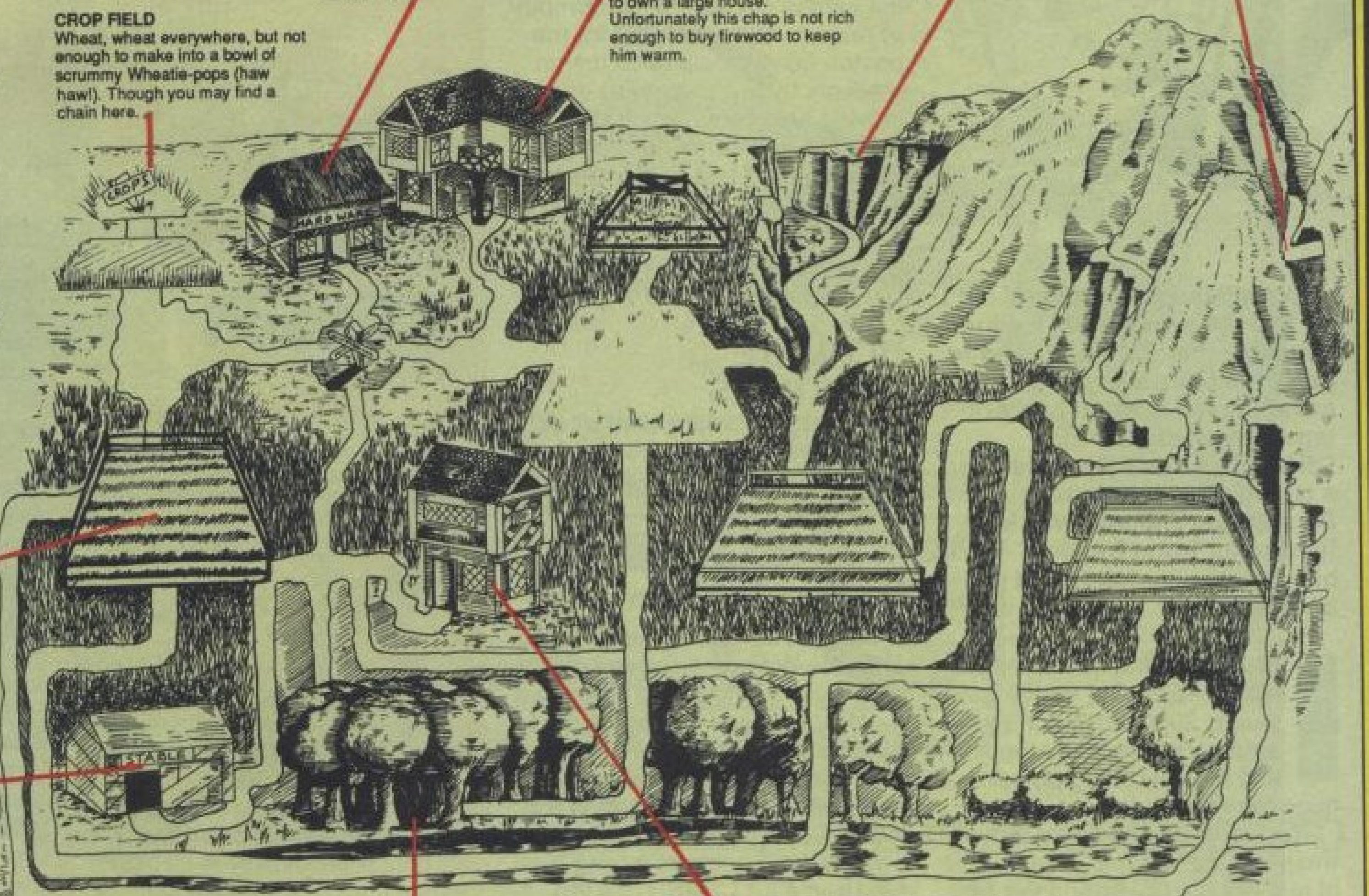
It is useful to draw a map!

You may find magical items. These may be worn, help you in combat, assist in solving problems or be of no use at all.

THE VILLAGE OF KET

Wanting to see you safely on your way, we've given you this wonderfully drawn (ta Mel) map of the village of Ket. The paths show the route to the entrance to the mountains, where the adventure begins proper. But you're going to have to complete several tasks before the quests which face you in the mountains...

This map will help, but you still need to chart the village for yourself to get you started.





ULTIMATE WARRIOR

A CRASH Original Game by Steven Howlett

3-D is a fabulous 'medium' isn't it? Live the experience! It's just like being there! Almost. And to prove the point a super chap called Steven Howlett has written *Ultimate Warrior* for CRASH!!! Hurrah! Give that man a clap! (Lots of applause!). Become the Ultimate Warrior fighting for truth, freedom - and blowing up computers! All will be revealed...

It's 2050 (What? Like, ten to nine? —Ed). Get out! No, the year is 2050 AD. Earth's governments have been toppled and the only ruling power is a huge central computer.

This would be fine and dandy if it wasn't for the fact that, due to a bit of ram-wobble (A Historian writes: Ram-wobble - first discovered in ZX81s, wobbling of the rampack makes the computer crash), the central computer has gone completely barmy! The planet is plunged into chaos!

The only thing for it is to call in the Ultimate Warrior, to seek and destroy the computer before it does any more damage. You are that Ultimate Warrior! Oh dear.

Armed with your trusty Photon Blaster, a helicopter drops you into the central city where the computer resides. But watch out for the photon-firing droids (also driven crackers by the computer) and the moving acid holes which kill instantly. The computer has additionally set up heaps of traps to try to destroy you. With only five precious lives, can you destroy the computer before it destroys you? (Why certainly Stanley!)

ULTIMATE CONTROLS

You control *Ultimate Warrior* with either joystick (Kempston and Sinclair interfaces) or with keys, which are: 5/cursor left: rotate left, 8/cursor right: rotate right, 7/cursor up: walk forward, 6/down cursor: fire photon, 0/delete key: Jump.

Steven Howlett, author of *Ultimate Warrior*, also runs a company called Airline who produce a monthly cassette magazine called Spectrum User and run a mail order service for original games and utilities — see their ad in this issue. Currently Steven is bashing away at his Spectrum writing his next game for CRASH. It's the sequel to the smashing budget game Snookered, a snooker simulation (surprise!), and it's called Snookered II (double surprise!!). Stay tuned to CRASH and you'll it have in a few months. Yummy!

PROVE YOUR BRILLIANCE AND MAKE LOADSAMONEY!!!

If you've written a game that you think is dead good, why not share the experience with the Speccy world? Send it along to us on cassette or disk with a letter explaining the game, and if it passes the reviewers test we'll put it on the Power Tape so thousands can enjoy it. Not only that, we will give you lots of money!

Send your creations to: POWER TAPE DEPT., CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB. Give us 28 days and we'll tell you what we think of it!!! More power to your programming!

(Please note: the phrase 'lots of money' means what we term as lots of money, not your idea of lots of money — i.e. not, about ten squillion pounds in used notes please).

Exclusive CRASH Playable Demo

MAZE MANIA

from HEWSON

He's a barmpot! A loon! And completely crackers to boot! He's Flippo the nutty rotund star of Hewson's new game Maze Mania!! Say hello to the viewers, Flippo: 'Yibble, yibble, hello, gibber, yo! snuffle, going, badoooing!'

Full of amazing tricks and 'tomfoolery' is our Flippo! He leaps! He runs! He kicks paving slabs over! The buffoon!

And thanks to wonderful, wonderful Hewson you can experience his antics exclusively in CRASH with this wizzo playable demo of the entire first level!!!

Flippo travels the depths of the Tubular Bells maze, and as he scampers he kicks the white paving slabs over, so they turn blue or purple. The wag!

Mean creatures, who happen to quite like the colour of the slabs, glide around the tunnels bashing Flippo whenever possible, and so depleting his energy. When all the energy of Flippo's three lives has been used up, off he pops to the great loopy-bin in the sky.

Bonus treasure chests lie in the maze, and usually have benificial effects on Flippo — such as increasing the score or giving him the power to kill the meanies. Unfortunately there are holes in the maze, and unless Flippo leaps over them he plummets into deep space. Aw!

So, there you are. We reckon Maze Mania is going to be a smash hit when it's released in August (£9.99 cassette) and can't wait to play the full thing. Flippo, you're as mad as a kiwi fruit!

POKEMANIA

Graham 'turbo' Mason has been at it again (gnuk!), but luckily he stopped just in time to write another mega Pokemania program for this month's Power tape! Details in Nicko's Playing Tips.

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1942	●	●	●				2.99
Kokotoni Wilf	●	●	●				1.99
Bombjack II	●	●	●	●			1.99
Roller Coaster	●						1.99

CASSETTES

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Deepstrike	●	●	●				1.99
Saboteur II	●	●	●				1.99
Blue Thunder	●	●					1.99
3 DC	●		●				1.99
Harrier Attack	●	●	●				1.99

DISKS

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QuickShot II

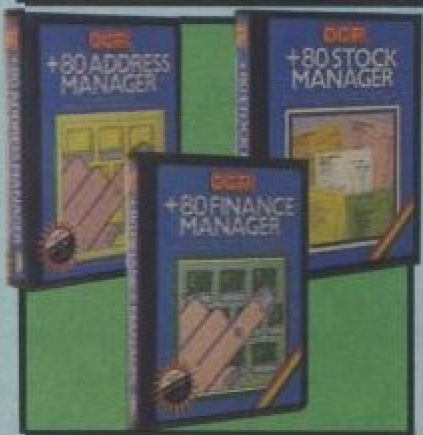
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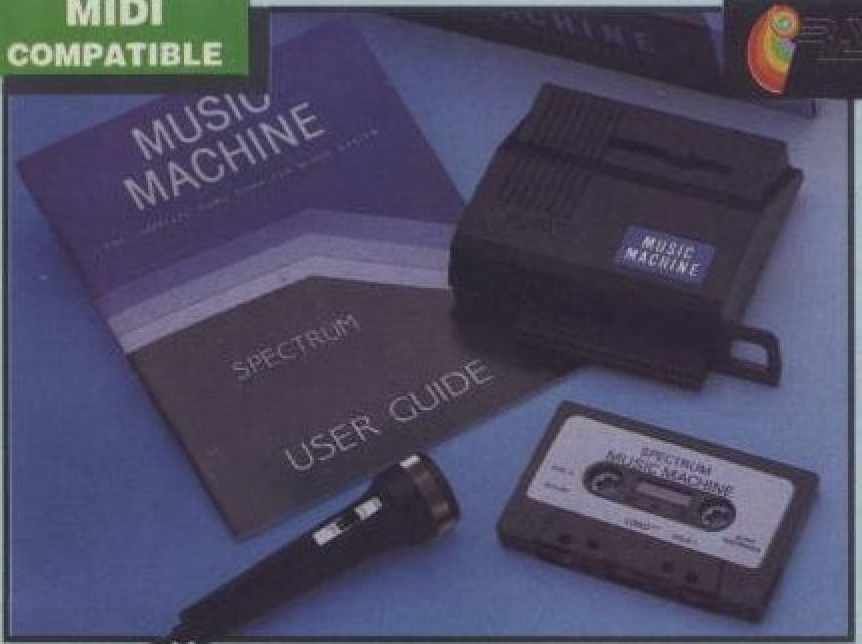
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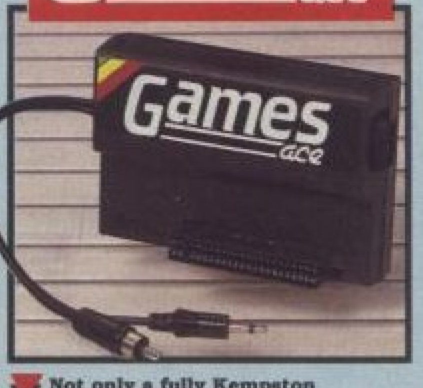


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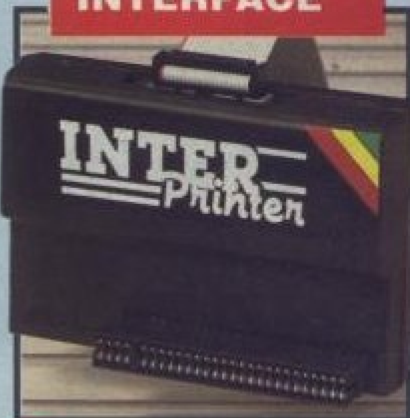


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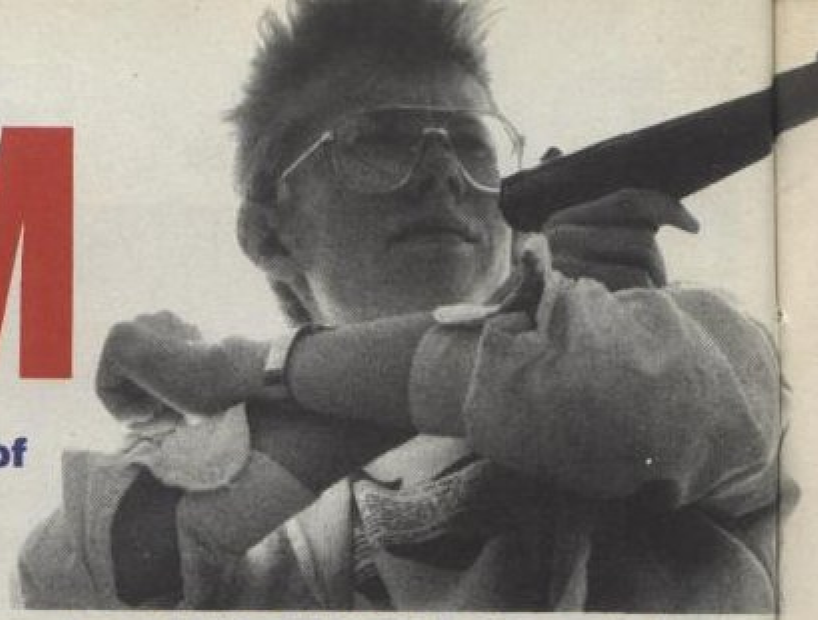
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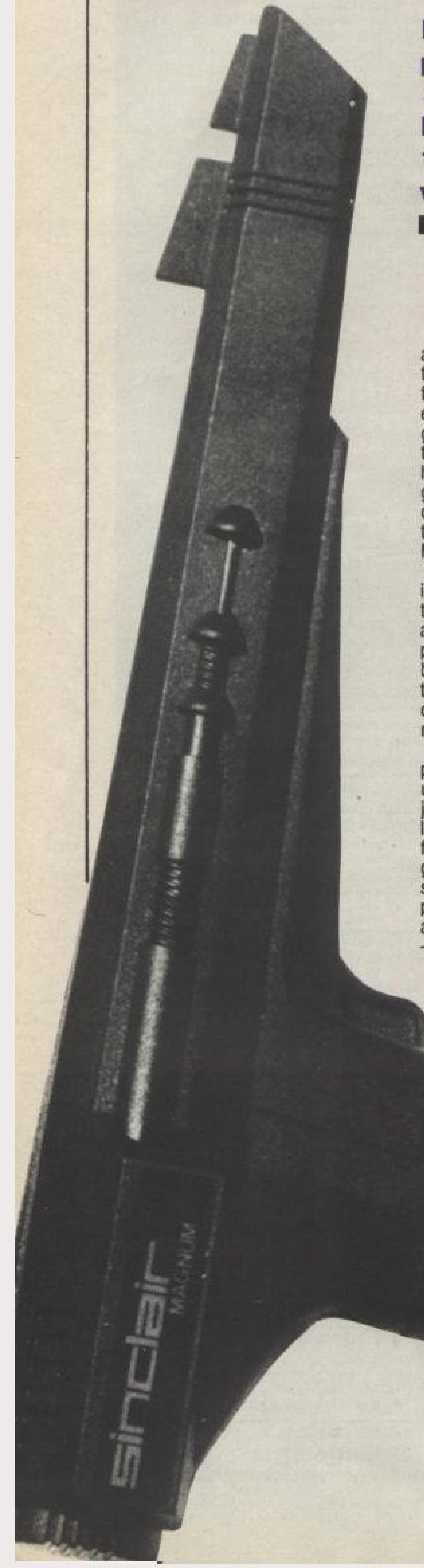
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MAGNUM



It's black, looks mean, is made of plastic and plugs into your Spectrum. It promises a new kind of fun and isn't cheap. It's the new Sinclair Magnum lightgun, and MIKE DUNN is the man with his finger on the trigger.



It's a long time (more than five years!) since someone last had a go at producing a light gun for the Spectrum. The Stack Light Rifle, as it was called, was a bit of a failure; there was next to no software support for it, and at thirty quid, it was very expensive (this was at a time when most games cost four to five pounds). Both the Nintendo and Sega console systems have recently popularised the hand- held gun game, and evidently Sinclair have decided the time is right for the Speccy to get its own light gun, the Sinclair Magnum.

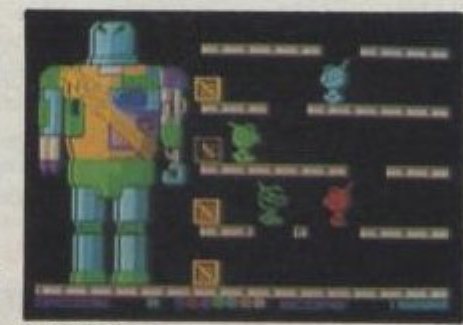
The suitably futuristic looking gun plugs into the 'Keypad/Aux' hole in the back of the machine. Most of these guns (and also light pens) work on the same principle; the gun senses the television scan beam which renews the picture fifty times a second; by locating the position of the beam, the computer can determine where the gun is pointing.

The gun is available in three Sinclair packs; with the new Action Pack (made up of a +2 or a +3, one of those appalling joysticks which you're much better off leaving in the box, the light gun and six fun gun games), or you can get just the gun and games for £29.95. If your local shop doesn't stock the gun 'n' games pack, check with Virgin/Mastertronic for availability. But enough of this teccy stuff — what about the games?!

ROOKIE

Rookie is probably the best of the six games. The concept is ridiculously simple; shoot the targets when they spin round. The arrows at the top move you onto the next screen when you shoot them, and occasionally a '10' target pops up, which can be blasted for more bullets. Each level has a number of targets to shoot before you can progress further; this goes up with each level. The scenery is attractive, but the main problem is the activity on screen — it flashes white with every shot. Apart from making it more difficult to see what's happening, Nick moans it gives him a headache and sore eyes (that's because he's so rubbish, but it's a point, I suppose). Very addictive and enjoyable.

Overall ***90%***



Robot Attack

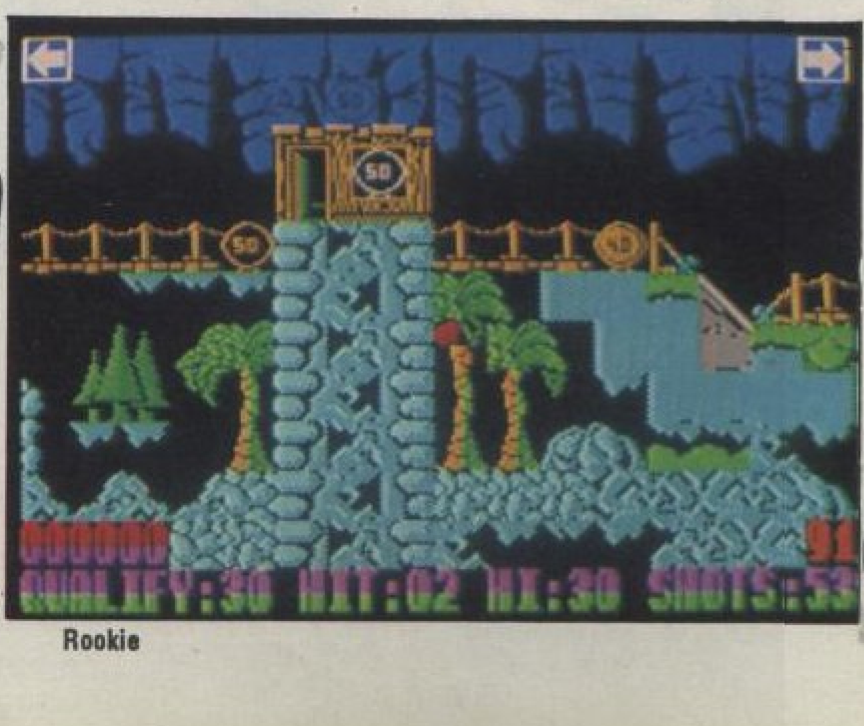
ROBOT ATTACK

This must be a contender for the worst game on the tape. You have to destroy fifty robots before they make a big mega monster. Different coloured robots arrive on the screen, and every time you hit one, it changes colour, until it becomes purple. One more shot and it blows up. Robot Attack is deathly boring, the graphics are naff, and although it doesn't appear to suffer from the flashy screen disease, it's not worth playing.

Overall ***35%***

BULLSEYE

Having just said that Robot Attack might be the worst game on the tape, I must eat my words, because Bullseye simply defies belief! The graphics are reasonable enough, but the sound is terrible; the game's much more fun without it! Naturally, the game is based around the TV quiz, the object of which is to throw darts at special boards and answer some trivia questions. You use the gun to fire the darts, which is quite good fun; you aim the gun steadily at the bullseye and wonder whether it's going to hit the board at all. The darts are very inaccurate, the question answering method is awful, with keyboard



Rookie

FORCE

responses too slow to get answers in quickly. The whole game is dull, flat and feeble. Just like the TV show, but this one hasn't got Jim Bowen to take the p...(SNIP! -Ed)
Overall ***20%***



Solar Invasion

MISSILE; GROUND ZERO

This is a basic version of the old Missile Command type game. Things fall out of the sky, and you have to shoot them before they land on your cities, blowing them up in the process. This game could have been really good, but it's ruined by the fact that it's impossible to shoot accurately. The gun has a 'scatter' effect, which basically means it fires anywhere except where it's being aimed at! Graphically okay, but generally disappointing, really.
Overall ***56%***



Missile: Ground Zero

SOLAR INVASION

The solar system is under attack from a swarm of alien invaders, and you have to use your light gun to fight them off! This is probably the most challenging game on the tape, because you have to shoot the alien mothers (no, no, I didn't mean it like that: the big aliens which produce more little ones!) millions of times to kill them, and the little aliens are so small, you have to be really accurate with the shooting. Nonetheless it's quite playable and averagely addictive.
Overall ***71%***

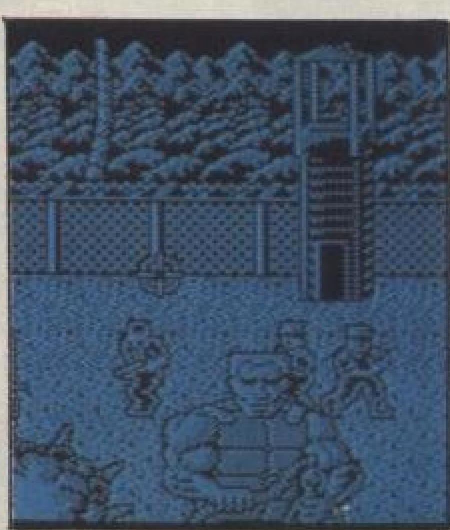
OPERATION WOLF

The arcade machine was great, the Spectrum conversion was pretty good, but I'm afraid it just doesn't work with the light gun at all. This version of the Ocean game replaces the joystick control with the light gun, so, theoretically, it should be even more like the arcade, but unfortunately, the flashing screen ruins it. The gun calibration sequence, peculiar to this game, also doesn't appear to work very well: the firing remains a bit inaccurate, no matter how careful you are. Still, it's a variation on a very good theme, so it isn't that bad.
Overall ***65%***

WHAT'S THE VERDICT?

The light gun is a good idea. But without good games to go with it, it'll remain a gimmick to be dumped in the cellar. Either enough people splash out the thirty pounds for it to encourage software houses to produce decent entertainment suited to it, or Sinclair must invest in producing better games for it themselves.

At the moment, Rookie is the only one which makes the grade, the rest are worth trying, but otherwise the Sinclair Magnum isn't all that magnum.



Operation Wolf

CRASH Live Circuit

Views • News • Jetman • Forum • Winners • Here's Lloyd 'bard' Mangram

It's festival time here in sunny Ludlow, and there's classical culture at the castle with this year's Shakespeare performance which, naturally, I attend. Meanwhile the rest of the CRASH editorial rabble visit the fringe down at the local watering hole The Pig And Ballbearings. Indeed, Mike Dunn and Richard Eddy actually appeared in this year's duo of smutty plays. Mike (playing two characters) in Mind Your Backs, a spoof of Julius Caesar and Richard, running around on stage in a rather disgusting dress, in the suitably named Dirty Beasts! But here, it's on with my show in Live Circuit!

DORKS

Dear Lloyd,
Ignore the dorks that reckon CRASH has got worse. Although I've only bought a few over the years, in my opinion, issues 65 and 66 were much better than the others. The games were amazing — my favorite was *Micronaut One*. Half of the stuff in the 'old' CRASH I didn't read, it was so boring! If CRASH carries on how it is, I'll get it every month.
Dave Litchfield, Peterborough.

Ah, the converted!
LM

LOADS A LARFS

Dear Lloyd,
I thought you might be interested in a couple of my home-grown limericks: There was an old nut from Dundee, Who went out and bought and ST, When he played on his games, He burst into flames, I think he should've bought a plus 3!! OR... There was a young girl from Margate, Who went fishing with large pieces of bait, When she caught very little, She came home in a fiddle, And played on her Speccy 128!!!
Robin Haynes, Chorleywood, Bucks.

There once was a chap, name of Robin, Who had a nice donkey named Dobbin, But Dobbin did die, So Robin befriended a fly, Which is a bit of a stupid idea when you come to think about it.
LM

CRASHBACK

Dear Lloyd,
Monday, a warm sunny day at the train station with nothing to do I walk into the newsagents and look at the shelves. What's this? CRASH with four free games and a level of a space game (That's Sanxion —LM) This was how I got back into computer games. I dusted down the old Speccy, rewired the tape recorder and thumped life into the TV. After playing the games twenty times over I looked in my drawer for any



other good games to play. I came across *Fred*. I really enjoyed this game, the graphics were fun, the sound was neat, and as for addictivness — I just can't stop playing it!! So, I was wondering if you had the old ratings for it, was it a CRASH Smash?!! Keep up the good work and THANKS!!
Stephen Goodwin, Holborn, London.

Welcome back to the Speccy fold, Stephen — keep getting CRASH and your software collection will grow and grow. As for *Fred*, originally published by Quicksilva, it was reviewed in issue three and the ratings were: Use Of Computer 85%, Graphics 90%, Playability 87%, Getting Started 88%, Addictive Qualities 70%, Value For Money 80% and Overall 83%.
LM

BIG GIRL'S BLOUSE

Dear Lloyd,
As winners of the Powerplay Design a Joystick competition we went to the factory and then to Alton Towers. What a fantastic day out it was! The people at Powerplay could not have been nicer, and it was most interesting to be able to make our own joysticks. Alton Towers was great, but we must tell you that CRASHman Mark Caswell bottled out of going on the Corkscrew. He kept mentioning something about G force and that he was only there as an observer. So no matter what he says, you know the truth. Thanks to all at CRASH for making our trip possible.
Peter and Nicholas Young, Delph Saddleworth, Lancs.

I think Mark is a sensible fellow. You wouldn't catch me defying Corkscrew G-forces.
LM

P.S.

It's those little things that make all the difference.

I have never met Pamella Bordes, and if I have it has always been in the company of plastic surgeons, close friends or Sun reporters.
Norman Payne, Southampton

Naughty Norman in Southampton Sun shocker with stunning Pam! Phroooowar! Ahem.
LM

What's wrong with your pound sign in the classifieds?
Colin MacDonald, Dundee

Nothing! See: #%, er, %1, um, *, sh..., #. HELP!
LM

Why does S******r U**r always slag you off in their magazine? They don't have much to be proud about!!!
Martin Humpries, Reading

Now, I'm not the bitching sort but... (SNIP! Removed for libellous reasons —Ed)
LM

My mother is a tortoise freak, are there any tortoise games out on the market for the Speccy?
Robin Haynes, Bucks.

Rumours have it that MouldCasters are due to release Advanced Tortoise Simulator later this year.
LM

Got something to say? Send your missives to LLOYD MANGRAM, LIVE CIRCUIT, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.

THE GIRLIE MGT DISK DRIVE



Who are these two young foxtresses? We don't know, but the disk drive pictured between them is the new *Lifetime drive* from MGT. It's a unique solution for the user of more than one computer. Gadzooks! Do you know what that means? Yes! By setting switches and changing cable, the *Lifetime drive* can be quickly and easily reconfigured to work with a wide range of computers, including Speccy, PC, Amiga, ST, QL, and BBC. The Lifetime drive is available from MGT (Lakeside, Phoenix Way, Swansea SA7 9EH) and costs £129.95 - and comes without girlies.

YOU COULD BE THE NEXT JASON DONOVAN!!

Music making programs on the Spectrum have never been fantastic. From the simulated three channel sound of programs like *Wham: The Music Box* to home made tunes using the BEEP command. Well, now here's a new piece of music making software for all you budding Jason Donovans to create masterpieces on, and it's called *Music Maestro*.

The program offers advanced editing facilities, with notes being heard as they are entered, and the different lengths of notes being selected at the touch of a button. You also get tunes as demonstrations, and there is a sound-to-light option to give you your own light show! The cost of this amazing software break through? Only £9.95 on cassette and £12.95 on +3 disk. Unfortunately it is only available by mail order. Well what are you waiting for? You could soon be on Top Of The Pops!

Music Maestro from Torchraven Ltd, King House, 60/64 Matthias Road, London N16 8QD. Tel: 01-923 1744.

PASSING SHOT:

It's the tennis sensation that's sweeping the nation!

Image Works have just signed a deal to convert Sega's arcade tennis game *Passing Shot* onto the Speccy. The conversion is being done by Teque, who converted *Blasteroids* rather well.

Say Image Works: 'Passing Shot successfully conveys the impression of playing Grand Slam season with doubles or singles championships taking place across the globe covering both clay and grass courts. And we promise not make a total hash of it.' Good for them. *Passing Shot* will be published in September (£8.99 cass, £12.99 disk). Rackets at the ready!



AND NOW FOR SOMETHING COMPLETELY DIFFERENT...

'...Excuse me miss?'
'Waddya mean, miss?!'
'Err, sorry, I had a cold. Ay bought this 'ere computer gemme not twenty minutes ago from this very boutique...'
'...Yeah?'
'Well, it's dead.'
'Dead?'
'Dead. Demaysed. It's passed on.'
'Naaa, it's pining. For the fjords.'
'Paynin' for the fjords? What kaynd of talk is that?'

Pretty strange talk if you ask us. Mind you, Virgin Games' latest licence is rather out of the ordinary, too. Monty Python, that six—man (or five—man and one—woman if you consider Terry Jones) team is about to be transformed into a load of old digits.

Will we get to see the infamous Parrot Sketch, Nudge Nudge Wink Wink Say No More by Messrs (from left to right) Cleese, Gilliam, Jones, Chapman, Palin and Idle on our Spectrum screens before Christmas? Probably not, but there's always the TV re—run to keep you occupied until then.

'I never wanted to be a computer game, you know. I wanted to be a LUMBERJACK!' 'Err, 'xcuse me, but that's irrelevant, isn't it?'



CRIPES! IT'S THE 'TRONIC T-SHIRT!

(Turns into camera, nods head, pushes fringe back) **'Hello, Selina Snot from The Clothes Show here** (sweet smile at camera, showing Tippex-white teeth)! **If you're wondering what to strut your** (assume cheeky grin, lower voice and titter slightly) **funky stuff in** (close moist red lips, open, adopt normal voice) **— here's the answer, it's the new Mastertronic t-shirt!**

(Attempt to sound informed) **'This innovative new design, featuring the bravado style of 2000 AD artist Jamie Hewlett, encapsulates the modernist games player's phrase** (open eyes wide to reveal sparkle, adopts bemused tone) **'Well 'Ard!'.**

'Available from all reputable software stores the t-shirt is available in large, and extra large, for £4.99. (More smile, help-the-consumer voice) **Alternatively it can be ordered direct from Mastertronic at 2 Vernon's Yard, 119 Portobello Road, London, W11 2DX. Until next time, goodnight.'** (Turns away from camera to face Great Wall of China/sunset on Jamican beach/any exoctic location from the BBC photo library).



10 — 10! — 'TRONIC T-SHIRTS MUST BE WON!!!: Yes, CRASH has 10 — 10! — t-shirts to give away! To win one, just tell us the name of three strips from 2000 AD. Entries to T-SHIRT COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB. Answers by 24 August please

C&C Computers and Communications

ATTENTION

NEC PC ENGINE ANNOUNCEMENT.

NEC Corporation, NEC Home Electronics Ltd, and NEC (UK) Ltd (collectively 'NEC' hereinafter) have recently become aware that the PC ENGINE is being offered for sale in the United Kingdom. NEC believe that it is important that UK consumers should be aware of the following information.

1. The PC ENGINE is a product manufactured by NEC Home Electronics Ltd for use with the NTSC transmission system. It is not compatible with the UK PAL transmission system nor any other non NTSC transmission system. For this reason, NEC Corporation does not market the PC ENGINE in the UK or in any other EEC countries.

2. There are no authorised distributors of the PC ENGINE in the United Kingdom at present.
   Therefore, if you are offered a PC ENGINE which is said to be compatible with the PAL system or any transmission system other than NTSC, you should be aware that it will have been modified by a third party.
   This modification is made without NEC's permission or approval.

3. In the event that a defect should arise in any modified PC ENGINE you must contact the dealer from whom you purchased the product. NEC cannot be held responsible for any defects in any modified PC ENGINE nor be involved in any disputes between purchasers and sellers of such products. In particular, NEC (UK) Ltd cannot respond to service calls in respect of any modified PC ENGINE.
   Please note that the guarantee provided with each PC ENGINE sold in Japan by NEC Home Electronics Ltd extends only to the use of the unmodified PC ENGINE in Japan and therefore NEC cannot assist you if you purchase a modified PC ENGINE in the UK. Any other guarantee provided with a PC ENGINE in the UK is not an NEC guarantee. Finally, any modified PC ENGINE's sent to NEC (UK) Ltd for servicing will be returned to the sender.

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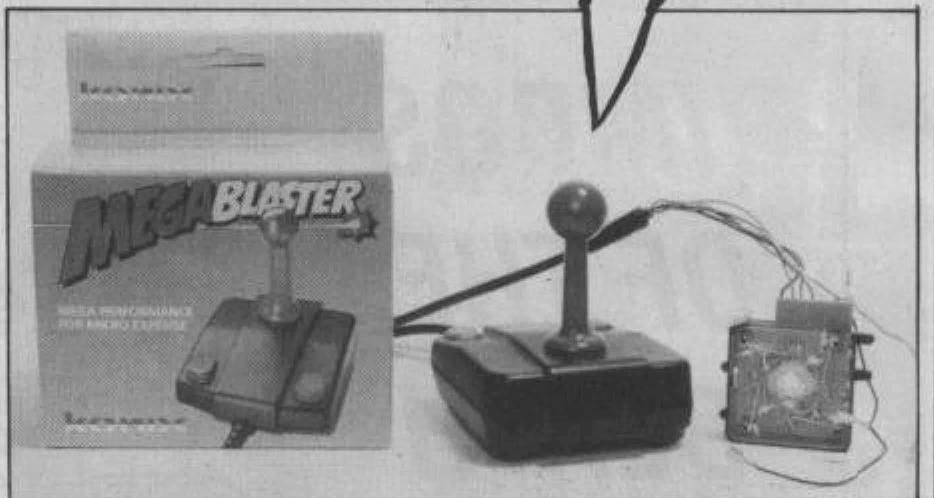
HEWSON HAVE THE COMPILATIONS!

And what a sad disease it is. The symptoms are: getting all the most recent fab Hewson games (say, for example, *Nebulus, Firelord, RanaRama, Netherworld, Impossaball*, and *Zynaps*) and slamming them all into one pack. The disease has spread to further extremes: all six games are being offered for the one price of £12.99 on cassette!

From the operating theatre, where doctors are trying to surgically remove the compilation, Hewson said, 'The pack is called *Heatwave* and is released now!'.

A psychologist comments: 'Blimey! Hewson are stark raving bonkers!'

Jeepers! Hullo everyone, I'm Konix's fab new joystick — the Megablaster! I waggle to the left! I waggle to the right! I waggle up! I waggle down! And have two fire buttons! And all operated through microswitches. At £8.99 I believe I'm the cheapest joystick of my type ever! Byeeeeeee!



FEAR, the horror mag gets it monthly!



With all the horror and fantasy licensed games around, like *Indy, Batman, Nightbreed, Nightmare On Elm St.*, etc., you'll flip when you hear FEAR, the best horror/science fiction/fantasy magazine around, has gone monthly! And — and! — has dropped a whole quid from its cover-price, knocking it down to £1.50. That means there will be more brilliant fiction! More super interviews! Big film secrets revealed! And so much more, as they say. If you've known no fear get a taste for it now!



ho are these buffoons? Are they ony sun-seakers? Are they barm-ts getting a sun tan? Yes! Because ese three are just part of the CRASH am on their summer hols. Oooh, ok there's Richard 'yibble' Eddy! ASH's very own sexy production xtress Jackie Morris! And if I'm not staken it's Ad seller extraordinaire, e Watkins! Look at their bodies!!! Look at their legs!!! Wooo! Sick bags ahoy!!

Do you have any legs? If so, there's a prize for the best (or worst) pair sent to us (Er, photographs only please —Ed) Send piccies to KNOBBLY KNEES AT THE SEASIDE, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.

CLASSIFIEDS

VANTED

ultiface 3 or Snapshot 2 in good condition. Will ap GAC for Snapshot 2 or GAC + Supreme Chal-ge for Multiface 3. Write to Christopher Lambert, lowburn Crescent, Pegswood, Morpeth, Northum-rland NE61 6RX. Write soon!!

nclair User 1 to 16. ZX Computing Vol 1 number 1 seven (All before Aug/Sep 1983). Multiface One. o Microdrives. Spectrum Plus keyboard. Interface e. Telephone 0952 616410.

FOR SALE

r sale Spectrum 128 plus 40 games £100 ono. os Crash issues 1-54 plus 3 binders £50 ono. Phone hn on 041 643 0455.

ames! – Literally hundreds of games including over 00 of boxed good quality originals. Sell for £300. none James World on 0634 42481 between 9pm d 10pm. STOP PRESS – Casio MT-45 keyboard! reat price at £400!

pectrum +3 with Videoface, Multiface, cassette corder, two joysticks, nine disks full of games and ilities, £250 worth of software including Operation olf and Afterburner. All for £180. Phone 0761 32235 and ask for Chris.

rash back issues, Nos 3, and 40 to 64 complete nd in quite good condition, including freebies and pes £22.50. Unbeatable offer! – Phone 0744 88 321 and ask for Bill.

28K Spectrum, tape recorder, switchable interface, heetah joystick, £180 of games, £50 of mags and ooks. All for £100. If wanted B/W TV for £20. Call atthew on Medway (0634) 65937.

pectrum 48K plus joystick and interface + over 150 worth of games and two years back issues of rash mags. Worth £300, will sell for £110. Phone 0272 675566 after 5pm.

Spectrum 48 + 128K games for sale. Including Blockbusters, Vera Cruz, Yie Kung Fu, Winter Games, Booty, Bombjack and more. No game over £2.50. Send SAE to Wayne Inskip, 9 John Street, Port Talbot SA12 6EB for the full list.

Atari 520 STFM, still under guarantee, with 1 meg internal disk drive, mouse, joystick, £550 worth original software, loads of PD software, disk box and blank disks. Great value at only £300. Tel. (0608) 2605.

ZX Spectrum 48K, RAM Turbo interface, joystick, printer (needs repair), £120 worth software. Worth £270, sell for £100. Tel. 0603 787631 after 5pm. Also Sega console, Sega card sticks and joystick only four games & more £90.

Spectrum 128K+2, over £900 of software including Magnificent Seven, Solid Gold, Driller, Cybernoid II etc., Cheetah joystick, £30 worth of mags, excellent condition. Everything together worth over £1100, will sell for £300. Tel: (05436) 71152.

Spectrum +2, mint condition, +2 adaptor, joystick interface, lots of games inc. In-Crowd, Robocop, Le-Mans, L. Ninja. Phone Robert after 6pm. Tel: Bromley, Kent 698 2495. £150 ono.

Spectrum games for sale. Latest hits such as Robocop, Football Director II, Double Dragon, R-Type, Karnov, Overlander. Games 50p and upwards. Also for sale Intellivision console and equipment worth £500, £100. Phone (073522) 3497.

Spectrum 128, 6 months old, printer, microdrive, Multiface 128, speech synthesiser, light rifle, joystick interfaces, Lazer BASIC, compiler, Crash 85 to 89, 110 90% games + more. Worth £1500, only £250. Ring (02404) 5560.

Spectrum games, 3 full price and 14 budget, sell for £25.00 ono. Phone 552 4832 for list and ask for Andy.

Spectrum +3 for sale! Includes loadsa games, mags, Multiface 3 and a joystick. Also has lead for loading tape games. All boxed in great condition. Please phone Jon on (0789) 204458. The lot for £180!

Spectrum +3, only 5 months old, over 70 games on disk. Arcade Muscle, Supreme Challenge, Live Ammo, Afterburner, We Are The Champions, Collected works, joystick, +3 leads. Only £150. Phone Andy 0602 505 146.

For sale: Disciple and 3.5" dual disk drive drive, both for £180 or disk drive or disk drive for £130 and Disciple for £50. Crash issues 11-65 for £40. Phone (0384) 274017 and ask for Mike.

Spectrum 48K, Interface 2, games, printer with spare rolls of paper, tape recorder, joystick, all for £100 ono. Tel 0530 71652.

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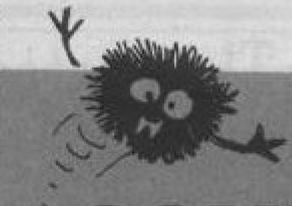
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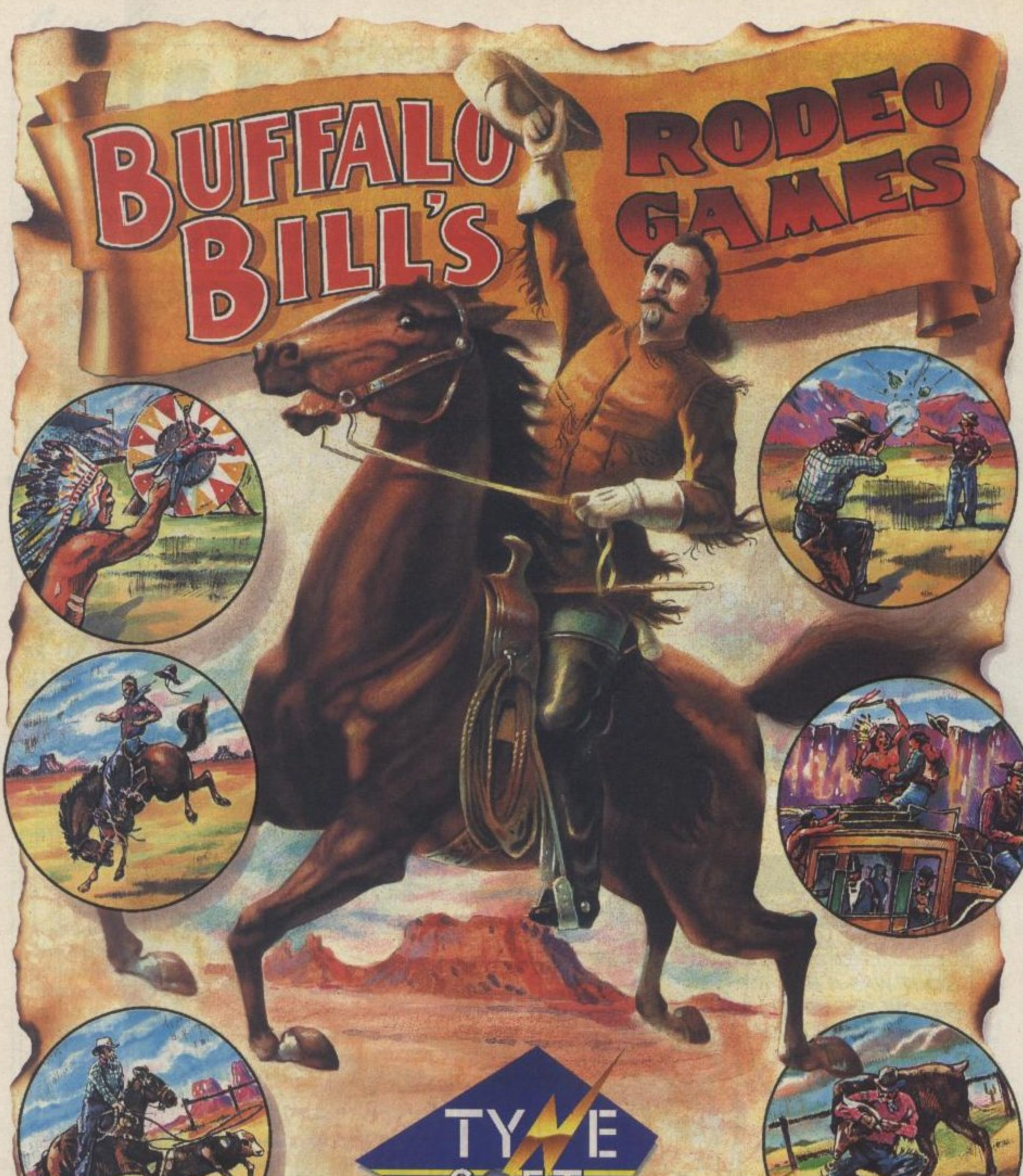
POWERPLAY DREAM JOYSTICK

A huge amount of entries flooded in for the design-a-joystick compo. The winners have already had their day out with PowerPlay at the joystick factory and an afternoon at Alton Towers, piccies next issue. The good news is that PowerPlay will be releasing three new joysticks (based on standard models) as a result of the compo, and you'll be able to buy them through Aggie's mail order emporium very soon. Additionally, the PowerPlay engineers and designers are looking at the possibilty of turning some of the more 'strange' joystick designs into reality. We'll keep you informed!

Winner of the day out was **Peter Young, OL3 5EG** who took along **Russell Smith, Sheffield.** The five runners-up who will receive a crystal joystick are **Pete Cassidy, PA16 9ED; Chris Timmins, MK43 7PE; Eamon Congerton, MK6 4HX; John Chapman, Ware; Ben Bugh, HR1 1PP.**

HOTLINE (65) COMPETITION

Titus were offering 50 copies of that fab driving game Crazy Cars II in issue 65's phone-in compo. Winners are: **J M McGhee, Norwich NR12 8PF; Michael Sugrve, Harrow HA1 4SX; Lawrence Pycock, Maidstone ME17 4QB; Thomas Irving, Norwich NR14 7NF; Stacey Coleman, Coventry CV5 9NR; Simon Austin, Essex IG7 6EZ; Andrew Smith, Colwyn Bay LL29 7EL; Kevin Dewsbury, Leicester LE8 9NX; James Lightfoot, Richmond TW10 6AP; Jeffrey McGeachie, Gainsborough DN21 1XM; Matthew Samples, Ossett WF5 0RU; Michael Harvey, Edinburgh EH6 4NJ; Alex Taylor, Dorcester DT1 2BM; Richard Bailey, Newton-Le-Willows WA12 0DR; Matthew Atkinson, Saltash PL12 4PG; Craig Marr, Sheffield S5 8RP; Scott O'Neil, Blackpool FY1 4QS; Dwight Joshi, Kettering NN16 8TY; Gary Ramsden, Bolton BL3 1JU; Michael Lee, Harlow CM20 3LD; Dominic Tootell, Blackburn BB6 7HU; Peter Barr, Manchester DL6 8UX; Neal Kenny, Craigavon BT67 0BN; Rosie Piper, Maidstone ME20 7HU; Tim, Farnborough OX17 1DX; Simon Aquilina, Easleigh SO5 7EZ; Simon Harris, Romsey SO51 8UW; Andrew Cooke, LLangollen LL20 8LB; Matthew Farr, Wareham BH20 6EX; James Baker, Paignton TQ3 3UQ; David Oxborough, Bradford BD13 3AH; Richard Jackson, Stockton Cleveland TS19 8UT; Nicholas Page, Southport, Merseyside, PR8 3QH; Brice, Maidstone ME16 0EG; Terry White, Bristol BS14 0AN; Paul Nunn, London N18 2AW; Nareed Mukhtar, Middlesex HA2 6EN; Nicky Batesonu Cleethorpes; Stephen Hardaker, Halifax HX2 8HQ; Neil Macleanu, Blackfield SO4 1ZP; Nicholas Salt, Bishop Auckland DL14 0DS; Sam Hou, Glossop SK13 8QF; Lawrence Skeed, NW3 6NY; Thomas Vanner, Lisburn BT28 3EB; Darren Randle, Gravesend DA12 5SH; Andrew Statham, Hallam; Andrew Ollett, Gilberdyke, HU15 2XH; Ben Hales, Doncaster, DN4 9BS; Colin Davis, Stroud, GL5 1HU; Iain Hunter, Llangammarch Wells, LD4 4DA.**



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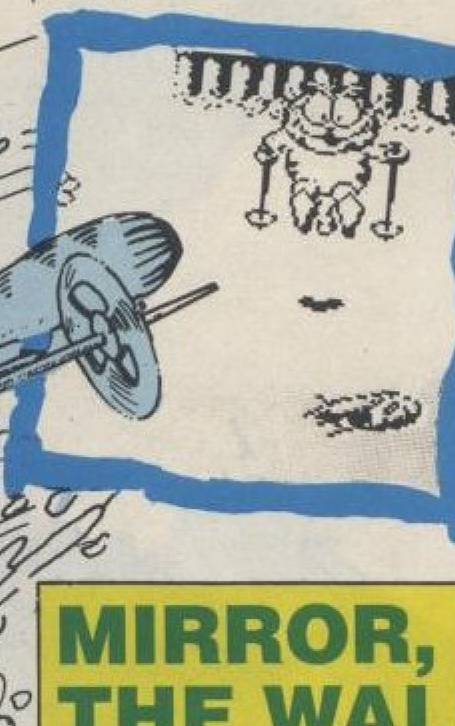
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Oi! You'll never take me alive, Copper! 'Over 'ere sonny. You have been charged with printing piccies of games what are top secret. How do you plead?' Bonkers m'lud! 'Richard Eddy, you 'ave been sentenced to three pages of Previews.' Oh no, not that m'lud! Mercy!!! 'Take 'im away Constable'. Screeeam!!!





GARFIELD: WINTER'S TAIL

Lock up your lasagne!!! The fat cat is back, and this time Garfield is the Ski Animal!!!! Garfield has fallen asleep in front of Jon's ice box (after scoffing all the food inside) and is heavily involved in a midsupper night's dream.

In deep cat-nap he dreams of the alps of Northern Italy, which naturally, reminds him of Lasagne! And on the other side of the alps is Switzerland - and all the yummy choccxies.

Not only that, but the ginger nut has spotted the Chicken that lays the Choccy Egg! The loon! There's four different games all packed into one hairy adventure and they go like this... (but not necessarily in this order!)

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On the slopes of the Italian alps Garfield hurls his fat carcass down the slalom course — and with his weight there's no stopping him! Avoid the tree stumps and other hazardous objects and he'll be okay! For bonus points jump the ski ramps and snatch food from the spectators' hampers!

Trouble isn't far behind... Zoooom! Here's comes Odie, the World's dumbest dog, haphazardly sliding down the course on a dustbin lid, also trying to nab food! Get it before he does or you'll spoil Garfield's dream and wake him up.

LASAGNE AHOY!
Jumping the last ski ramp sends Garfield hurtling through the roof of an Italian Lasagne factory! The feline's favorite place. Eat as much Lasagne as possible and you're onto a winner. After scoffing your fill it must be time for dessert!

THE CHOCCY FACTORY
Inside the Swiss choccy factory lies the fabled Chicken Who Lays The Choccy Eggs. With his own intentions at heart Garfield has to direct the flow of the chocolate pipes to reach the Chicken. Once the choccy is flooding into the chicken all Garfield has to do is lie underneath, open his mouth and wait for the laying to begin! Munch, munch! (Sounds a wee bit disgusting to us...).

ICE SKATING
Calamity strikes as the chicken flies the coop and heads off across the nearest frozen pond. Luckily he's left chocolate chicken footprints on the ice. Garfield, equipped with skates, gives chase around the pond, with barriers of snow turning it into a maze. Follow all the prints and you've found the chicken! Hurrah!



MIRROR, MIRROR ON THE WALL...

Good news for fantasy fans, fabulous fantasy author Joe Dever's latest novel, *Lone Wolf: The Mirror Of Death*, is soon to be available on the Speccy from Audiogenic! And not only is Joe Dever a great writer, but he also knows how to invent lots of strange place names like Kazan-Gor, a towering fortress, wherein lies Dhazag-Oud, the mirror of death! Bizarre isn't it?!

The action for this combat game is set in Kazan-Gor's labyrinthian tower and you, sword in hand, as Lone Wolf. The quest about to begin is the search for the Lorestone, a Kai gem of power which is currently hidden in Kazan-Gor. Lone Wolf must find it, because he is the last Kai Master, and his destiny decrees he must avenge the deaths of the Kai Lords, his ancestors..etc, etc fantasy, blah, ancient lore, etc.

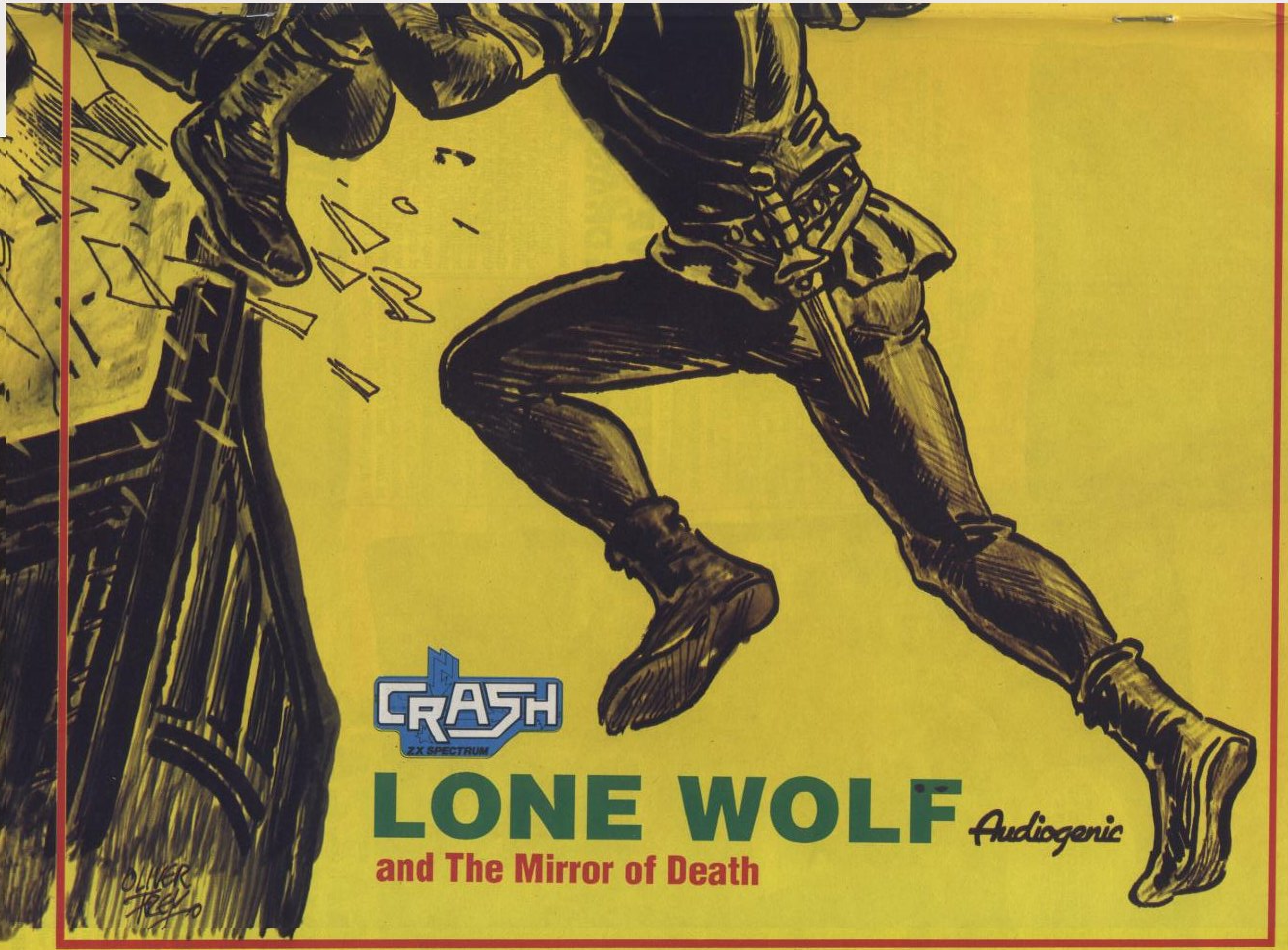
But, the tower is guarded by a fearful adversary! You!!! Eh? Yes — it's all this Mirror Of Death's doing. You see, when you enter the Tower in search of the Lorestone, the Mirror Of Death creates it's own defender — a complete mirror image of you! And the image has one purpose — to defeat its originator!

Audiogenic are promising a superb action packed arcade game. Playing Lone Wolf, you're armed with a sword and four chosen Kai skills. Battle your way up the tower to the stronghold of Dezan Groez, fighting fire-spitting gargoyles, jumping death pits, and defeat the Mirror's warrior!

It all sounds terribly exciting, and the graphics look rather swell and, basically, we just can't wait to play it for real!! *Lone Wolf — The Mirror Of Death* is released any time now and costs £9.95 on cassette and £14.95 on disk. The book from which the game is taken is out in Beaver Books (£2.50, paperback), and is a jolly good read!






CRASH
ZX SPECTRUM
LONE WOLF
Audiogenic
and The Mirror of Death
OLIVER FREY





TEENAGE ROMANCE IN MONSTERLAND

Remember *WonderBoy*? That fine game of yesteryear starring a nappy-clad youngster bounding and leaping through Wonderland? Course you do! And, after being potty trained, he's back!

Wonderboy has reached that stage where he's 'getting interested' in girlies. And as luck would have it, a gorgeous damsel has been captured and held prisoner in Mosterland!! Woo! Realising he's in with a good chance of a snog if she's rescued, he trots after her into Monsterland where all manner of beasties lurk.

A ferocious fire-breathing dragon is the main problem, and Wonderboy's ultimate aim is to bop him off. But before that there's plenty of platform leaping action to contend with as Wonderboy searches the land, battling with snakes, vampire bats, jellyfish, mudmen and other vile creatures as he goes. And, just like the arcade game, everything's displayed in superb cartoon graphics.

Super Wonderboy features 11 levels, ten different weapons, and heaps of treasure to collect; including winged booties for flying, and shields and armour for protection. All this and more from Activision, programmed by Rob Hylands of Images Design, in September for £9.99.

AFTER-SHAVE BREATHING DRAGONS!

Ooooh! *Dragon Spirit* will really bring out the beast in you! While sounding like some tacky aftershave, it's really another coin-op conversion appearing soon courtesy of Tengen! Yippeee! And it looks like being a mean, lean fire-breathing machine!

Having been transformed into a blue dragon your job is to fly over a mythical prehistoric land searching for Zawell, an ugly serpent demon. The landscape scrolls vertically downwards as Zawells' band of dragons and beasts fly at you head-on, breathing fire and lobbing missiles in your direction.

Though you have lethal ground and air attack capabilities it's just not enough to survive the barrage of attackers. But help is at hand in the form of dragon eggs which give you an extra head, and increase your fire-breathing furnace to make you almost unstoppable! Watch out for the nine mega-monsters which guard the exits of each level — they're tough, but you have the *Dragon Sprit* (an exquisite new parfum pour l'homme from Yves Saint Tengen)!

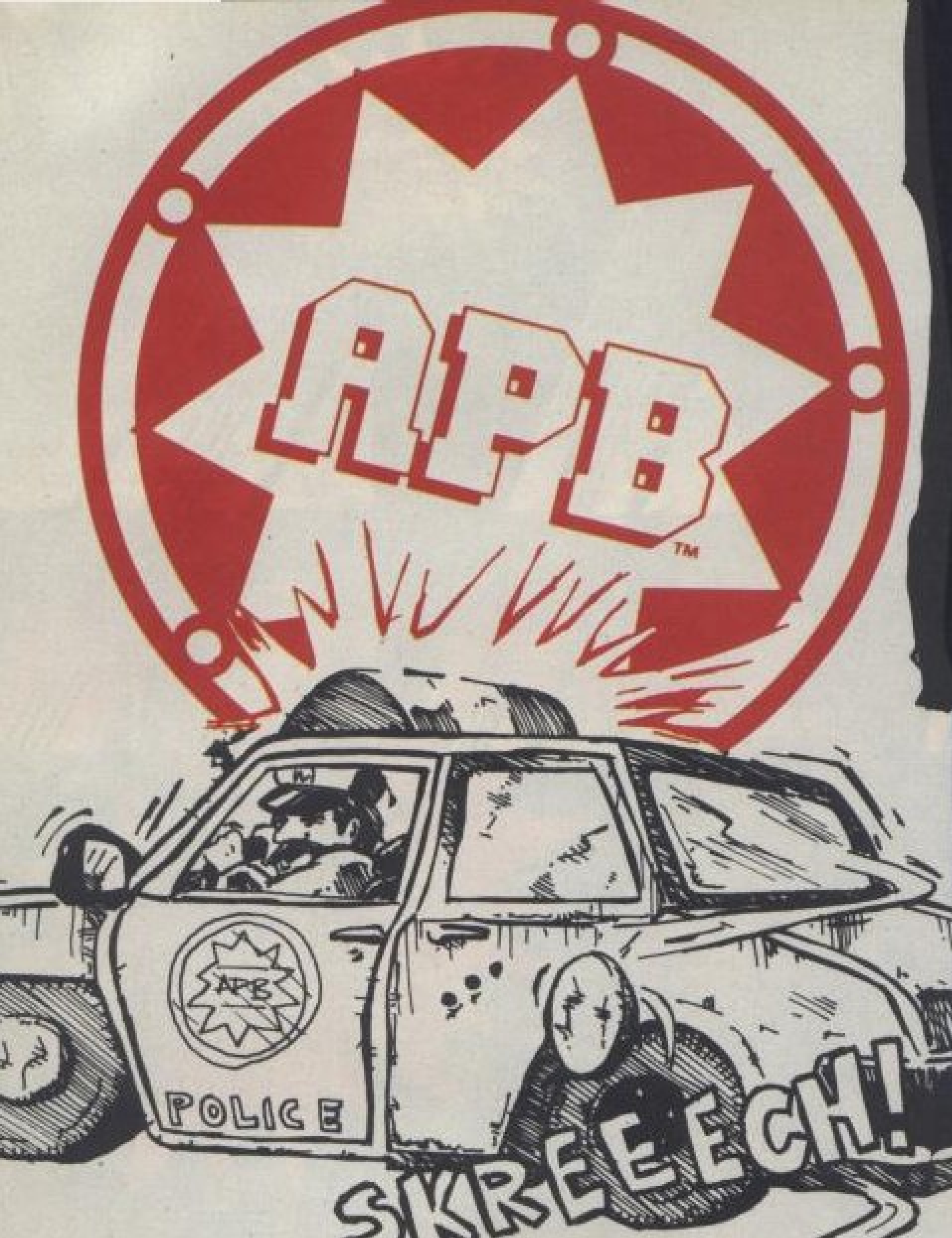


GAZZA'S SUPER SOCCER

Wooooar!!! It's Gazza!!!! Yaaaa! The footy sensation of this year's season is coming back soon in top form with a super new soccer simulator from the newly formed Empire group.

The Gazza in question is Tottenham Hotspur/England mid-fielder Paul Gascoigne, and he's currently helping out with the initial design of the game, to appear on the Speccy this winter. Empire promise *Gazza's Super Soccer* will be the most realistic footy game around. It features an 11 man team playing in hectic Sunday, League or International matches. Control of the ball sounds good to — you can bend it round the goalie (ouch!), squeeze it between the legs of an opposing player (double ouch!), or head it into the corner of the goal, amongst many other movements.

WIth 40-50 frames of animation making up each player and super smooth scrolling it could be a winner!





TOMORROW IS ANOTHER DAY...

Very late Mr Bond, but not quite late enough! Here's another screen shot from *Licence To Kill*, Domark's adaptation of the new Bond film starring Timothy Dalton. We were hoping for a finished copy for this issue, but the deadline arrived and went, and programming was still going on. So remember, if you've seen a Speccy review of Bond in another mag they're fibbing 'cos it isn't finshed yet! Full review of *Licence To Kill* next issue.

DO—NUT COPS OF TENGEN CITY

Blimey! Tengen, Domark's coin-op label, is pumping out conversions like nobody's business! And here's another brill offering — it's *APB*, the crazy American cops 'n' robbers game. Jump in your patrol car and, as Officer Bob, hurtle up and down the streets giving chase to the *APB* criminal of the day. It could be Sid Sniper, Freddy Freak (Such ordinary names don't you think?) or the entire heavy mob!!

As well as high speed criminal chases there's all the normal duty stuff to contend with, like nabbing litter-louts, drunks and hitchhikers. But don't muck up your shiny new patrol car or there'll be hell to pay when the Captain gets to you!

To help you out, the Do-nut (sic) Stand provides extra time (Strange, I thought they provided do-nuts! -Ed), and the Speed Shop bumps up the power of your car by adding extra weaponry and go- faster stripes! If the Speccy version is up to the standard of the coin-op with its amazing cartoon graphics, *APB* is going to be a real corker! But *Cagney and Lacey* was never like this!





BLOODWYCH: Hello everyone! I'm Castle Bloodwych, a dark and dingy fortress with lots of 'spook' goings on inside me! All the action and adventure that I experience is soon to be related on your Speccy courtesy of Image Works. A two-player game no less! Lots of fantasy, lots of role-play and heaps of killing. Just my cup of tea. Byeee!



Also appearing next issue is *Indiana Jones And The Last Crusade* from US Gold. Indy missed this issue's deadline by just two days!!!! Arrrgh!!! Never mind, here's three more screens for you to feast your eyes on, and we'll have a full and proper review next month.



TITUS

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COMPETITION

WIN WIN WIN INDIANA JONES' JACKET!!!!!

Win Indy's coat!!! Be tough just like him!!! And then save the world!!!





PICTURE ONE



PICTURE TWO



PICTURE THREE

Nick's PLAYING TIPS

...AND HE'S GOT 'EM TAPED!

Oh, I can't be doing with this heat! Ludlow has never been so hot, it's probably something to do with this ozone layer thingy, so stop using CFCs everyone. I wouldn't mind all the sunny weather, but I don't get a tan, I just go all red and blotchy, but that's life I suppose (no I won't do any Esther Rantzen jokes). If you aren't keen on the sun then you can stay indoors and read this month's corruscating tips. I've got some juicy POKEs on the cover cassette all ready to run, mouth watering tips on Navy Moves and Times Of Lore, plus a succulent map of Dizzy — The Crash Edition and fun, fun, fun!

I'm still scouring the local rags for the perfect car, but it's almost impossible to find one in my price range (about £10!). So if any of you know where I can get a Porsche 944 for a couple of quid, let me know! Never mind, I wouldn't have any time to drive it anyway, what with all these reviews, tips and college!

TIMES OF LORE

Fantastic, a complete solution to this enchanting game. Perhaps Skippy and me can complete it now, and stop pulling our hair out (you should see Skippy bald, ha!). The life saver behind this masterpiece is Andy Gledhill **of Kings Lynn, and I'm going to give him £40 of software for his efforts.**

Before you start, it' s important not to kill any of the town and village people, as this makes it impossible to complete your quest. You begin upstairs in the inn at Eralan. Go downstairs and talk to the prior, who tells you about the Fortelling Stones. Answer yes to his question, then talk to everybody in the inn for more information.

Leaving the inn, follow the path to the right and turn north into the Dark Forest. Follow the path, killing anything that gets in your way. Pick up any objects dropped by the orcs and the archers. Uses of objects are as follows: Red Scroll kills enemy in immediate vicinity, Blue Scroll paralyses enemy in vicinity, Green and Blue Potions restore your stamina.

On the path you will come to a hut. Look around here for the woodsman. Talk to him, and he,ll tell you the way to the orcs' camp where the stones are. Follow the path until you come to the pond. Go north from here and follow the winding path through the woods to the orcs' camp in a clearing. Kill the orc in the middle of the camp and pick up the stones.

Now go back the way you came to the inn at Eralan. Give the prior the stones, he'll thankfully tell you to visit the Regent.

Enter the castle at Eralan to see the Regent Darial, and agree to recover the Tablet Of Truth from Ganestor. Go south to Lankwell first. Buy the magic axe from the serf, this will allow you to kill from a distance, saving a lot of stamina.

Now go east across the desert to Ganestor. If you ask questions around the town, you'll find out the location of a secret tunnel into the castle there. Visit the inn and go downstairs behind the bar, enter the room with the small red square on the wall. Walk into the square to reveal the stairs to the castle.

Climb to the next floor, avoiding all the guards, and find the room in the centre. Kill the guard from a distance with the axe, then go left into another room, where you'll find the Tablet Of Truth. Pick the tablet up, and it will speak; ask it about the High King, and it will tell you the King was killed by an assassin, who can be found in Lankwell. Leave the tablet and return to the secret tunnel.

Now go back to the inn at Lankwell. Find the thug and ask him about the assassin, you'll discover he's called the Black Asp. Go to the house furthest west, and the serf there will tell you where to find the assassin. Go south from Lankwell across the bridge to the Black Asp's house. Ask him about the High King, and he' ll tell you Darial the Regent hired him to kill him. He'll give you a confession to take to the Steward Heidric at Ganestor.

Go to Ganestor, into the castle again via the tunnel and up to the top floor avoiding all the guards to find the steward. Give him the confession and he'll tell you of a spy in Ganestor and ask you to find him. Go outside and wait by the castle doors until nightfall. A guard should appear and walk into the castle, follow him. When questioned the guard will reveal himself to be the spy. Kill him and pick up the note, take the note to Heidric the steward as proof of the spy's death.\

Now the steward will tell you his son was kidnapped in Hampton. Go to Hampton and talk to the Duke to find the kidnappers. Find the castle east of Hampton, kill the kidnappers and release the steward's son. Here you'll also find the Green Scroll which can transport you anywhere in the kingdom. The steward's son will tell you to visit the Archmage across a bridge north of the Enchanted Forest.

The Archmage wants you to kill the Liche in the desert before he tells you how to get the medallion. So go to the inn directly south of the Enchanted Forest and speak to the Stargazer, who reveals that to kill a Liche you must use holy water from Friar Kaine. Travel to Rhyder and buy some from the friar, then go to the middle of the desert and find the ruins.

In the ruins a secret door that leads underground. Here you have to operate a set of floor pressure pads to open doors in the complex. Trial and error should eventually lead you to the Liche. Use the holy water to kill the Liche and pick up the RED potion. Now return to the Archmage.

He tells you that you that the evil clerics at the Temple Of Angor have got the medallion, and to get into Angor you'll need the Charm from the volcano. To get the Charm, go to the volcano where you find another underground complex. Operate another set of pressure pads and you should find the Charm.

Go to the Temple Of Angor and use the Charm to open the door. Go to the top floor and the room with the single bed. Go to the bed and pick up the Flask. Now find the abbot and kill him using the flask before he drains away all your stamina. Pick up the medallion, and you have completed the game!

General Tips

Stay at inns at regular intervals to replenish your stamina.

Other objects of use are: Magic Boots from a serf in Treela, which allow you to run instead of walk, and a Magic Ring

found if you kill the giant east of Rhyder. This ring will allow you to become invisible for a short period of time, which is useful to avoid the guards in the castle of Ganestor.

STORMLORD

At last! I hear you all cry. It's the last level of the solution to Hewson's fantastic game, *Stormlord*. Well, you certainly can't say I've spoilt the game for you. I got you through the first two levels, so you should have completed it yourself by now. In that case I won't print the last bit. No, only joking, here it is.

Level 3

Go left through knights and get key. Go right through knights and use spring board (press right to avoid the fly trap). Go right and open door. Get fairy. Drop down and go right through knights. Get shoes. Go left through knights. Go up and use spring board. Go left and jump over high wall. Swap shoes for key in mid air. Open chamber door and get fairy. Use spring board. Collapse chamber roof by standing on it. Get fairy. Go right through flies and open chamber door. Get fairy. Go left and get shoes. Go right and jump up into high chamber. Get fairy. Use spring board. Get fairy. Use spring board. Get honey pot. Go right through dragons. Divert swarm and get final fairy.

NAVY MOVES

I'm surethe Navy does move now and agan, and Nicholas Shute certainly did when he was compiling these tips for the new Dynamic game to hit, no sorry, gently tap (no violence in this mag) your Spectrum.

Part 1

Mines: make sure the rear end of your dinghy lands just in front of the mine you're jumping.
Jet Skies: keep firing to the front to rid yourself of frontal attacks, when one comes from behind quickly swivel your gun round. After jumping some mines, keep shooting to the front as they try to jump you.
Sharks: most of the sharks come from the front, so always keep firing forwards. Make sure you do not touch a shark!
Humans: Keep firing to the front and dodge their harpoons when they approach from the rear. If they attack from the top, move yourself down, and vice versa.
Octopuses: Keep your hand on fire until both missiles (top and bottom of your craft) fire up, then let them rip. Do this approximately six times.
Sea Monster: Get as far as you can to the right and beam up the missles. Learn the patterns of the sea monster. You can't dive here.
Submarine: Enter at the far right of the submarine, where the flat part is.

Part 2
(Access Code: 63723)
R, d, r (shoot 2nd Machine Official), l, u, wait for official, u, r, r, r, d, d, r, u, through door, d, on computer type: "EMERGE" and "STOP MOTORS" using the first official code, l, u, l, l, go through first door on right, u, l, through door, u, r, r, r, d, through door, r, through door, r, through door, d, r, through door, l, through first door on left, r, u, through door, r, d, d, l, l, l, l, on computer type: "OPEN DOOR" with machine official code, l, set bomb, r, r, r, r, r, u, u, r, send message (type on computer: "TRANSMIT" with transmission official code and "OABERBYAMD", an anagram of bomb ready), l, l, u, u, u, FREEDOM! Now you will find something interesting!

MULTIFACE MATTERS

I can't remember the last time I printed some of those delicacies we call Multiface POKEs. So here is a small selection from **David Foskett** of Luton. I know many of you haven't got the foggiest idea how to put these into your computer. I have had tales of you typing them in, then resetting and loading the game (no laughs please). What you do, is get yourself a Multiface or similar Spectrum add-on and follow the instructions to enter a POKE included with the contraption. Easy.

WEC Le Mans 26085,0: 26087,0 (Time)
Thunderblade 36517,0 (Lives)
Operation Wolf 128K 40840,0 (Lives), 01756,183 (Grenades)
Double Dragon part 1 37693,0 (Lives)
part 2 37815,0 (Lives)
part 3a 37813,0 (Lives)
part 3b 37794,0 (Lives)
part 4 37824,0 (Lives)
part 5a 37818,0 (Lives)
part 5b 37979,0 (Lives)
Vindicator part 1 33448,0: 34064,0 (Lives)
part 2 34139,0: 34203,0 (Lives), 38631,0 (Rockets)
part 3 35055,0 (Time),34364,0 (Lives)
Cybernoid 2 48K 26896,0 (Immunity), Cybernoid 2 128K 36060,0 (Lives), 30548,0 (Ammo)
R-Type 37374,0 (Lives)
Return Of The Jedi 52140,0 (Lives)
Alien Syndrome 47503,0 (Lives)
Guerrilla War 128K 40872,0 (Lives)
Rex part 1 40057,0 (Lives), 38745,0 (Bombs), 39396,0 (Shields)
Rex part 2 40303,0 (Lives), 38721,0 (Bombs), 39170,0 (Shields)
Draconus 64215,0 (Lives), 62866,0 (Flames)
Mad Mix 40296,0 (Lives)
Game Over 2 part 1 54216,0 (Lives), **part 2** 57606,0 (Lives)
Garfield 33595,0 (No Hunger)

CHEAT MODE MOTEL

What a nice day it is for going down to your local supermarket and shouting, 'Cheat Mode Motel is the best thing since sliced bread', then buying a packet of dried peas! Well, that's only if you're a great fan of the Mode, as we like to call it. Oh, and watch out for the silliness...

FORGOTTEN WORLDS

Towards the end of level one are a set of barriers. Shoot them a few times, then go into the top one. If you do this and then travel on to the end of level god, you will find that he does not shoot anything at you. (In the phone box: **Steve Towley**)

STORMLORD

Type in 'BRING ON THE GIRLS' on the control selection screen. The game will pause a while. Press a number from 1 to 4 for the level you want to go to. (On the stairs (these are getting silly): **Jeremy Gadd**)

RAMBO 3

On level one walk to the far left of the screen (so you are just on the screen), then walk up towards the wall. If you do it right you should be able to walk through it! (Garage: **Richard Peel**)

RAMBO 3 (again!)

When you are about to load the first level, hold down the keys 'QWERT', then load in the first level. When playing the game hold down 'QWERT' again, and you'll be able to load in levels 2 and 3. (Single room (boring!): **Slick**)

THE RUNNING MAN

If your power is low then kick the dogs, they will give you more to carry on and give those stalkers what for. (At reception: **Mark Lindsey**)

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7. TUTANKHAMUN
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9. S.O.S

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FLASHBACK

More answers to your requests for tips and POKEs on older games this month. I've had James Roberts (no relation!) on the phone asking for a POKE on one of his favourite games, *Cookie*, that ancient but still playable classic from Ultimate. So here it is, along with a small cheat to help those stuck on the recently rereleased *Winter Games*.

Here is what to type in for infinite lives...

```
10 CLEAR 24319: LOAD "-
"SCREEN$: LOAD ""CODE:
POKE 28695,62: POKE 28696,5:
POKE 28697,0: POKE 28698,0:
LOAD ""CODE: LOAD ""CODE:
LOAD ""CODE: PRINT USR
23424
```

And here's the little cheat on *Winter Games*:
On the biathlon section, instead of smashing your keyboard up by quickly pressing left and right, just hold down the right key and you should zoom up the hills.

RUN THE GAUNTLET

For those of you who haven't mastered all the vehicles in this brilliant game, here are Philip Ray's **explanations of the good and bad points of some of them. Don't forget, you can also sneak through between the islands at the tops of most water courses, this saves time.**

Speedboat — The fastest water vehicle. If you hit a boat/island/flag you'll spin away heavily. As it's a thin vehicle, it's possible to sneak by the side of other boats.

Jet-ski — This is a very manoeuvrable vehicle, but the explosions make it spin away. Try to keep clear of the other jet-skis, as there isn't much space to overtake.

Inflatable — This is a bit like the speedboat but not as fast. If you are hit by an explosion, keep pressing down the accelerate button, you should carry on going in the same direction.

Hover Craft — This is very slightly sluggish, and it moves fastest on the diagonals. Try to anticipate when corners are coming up, and turn the craft before you get there. That way, the drift on the hover craft will steer you around the corner.

Buggy — Not as fast as the Meteor (78 mph), but easier to handle. As with all road vehicles, if you don't go over a jump straight on you'll spin off and probably have to attempt the jump again.

TASKFORCE

Who still thinks this game looks like *Cybernoid 2* then? You've got to admit there is a likeness! Well here are some tips on this enjoyable budget release from Matthew Yeates **of Worthing.**

ENEMIES

Silos



To destroy the silo use bouncing bombs, missiles, time bombs or heat seekers.

Skull



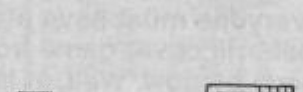
These cannot be destroyed, but avoid their bullets!

Water



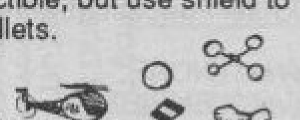
Don't sit on it, as you will lose a life.

Guns



Indestructible, but use shield to avoid bullets.

Fighters



Shoot with normal bullets

Special Pods

Pick up to receive orbiting shield pods.



Pick up for extra fuel. 

Pick up for extra points. 

Pick up to replenish your special weapons.



THE REAL GHOSTBUSTERS

Who ya goin ta call? Nicko! Well that's how the song should go, if you ask me. I haven't printed anything on the ghostbusting game yet, that's probably because I get so sick of *The Real Ghostbusters* at home, with my brother almost fainting if you even mention the word ghost! Anyway, here are some tips on each level from Lawrence Pycock **of Coxheath in Kent.**

Level 1

- Take the left way, it's easier.
- When lots of nasties appear in front of you, turn around and go back so they are out of screen. Now go back to where they were, and they will have disappeared!
- The best thing to do with the end of level ghoul is fire at him before he comes into range. He will then walk into the beam. When he starts firing at you, move backwards and repeat the process until he's destroyed.
- Don't use the two player option as the game becomes harder.

Level 3

- Kill all the worms. One of them holds slimer, and you need him to help kill the bats.
- With the end of level baddie, make sure his eye is going diagonally, then fire at him loads, and bingo!
- From the beginning take the first three bridges on the left, then swap over and take the two on the right. If the end of level baddie is getting too vicious, go down the ladder on the left, and back up to calm him down.

Level 5

- Take the left hand route.
- Most of the mummies are in their coffins, so watch out.
- If you come to an area with loads of baddies, do the trick explained on level 1.
- You can't shoot the baddies in the lake.
- Position yourself out of range of the claws and take them out one at a time.
- The eye thingies (technical term) hatch into midget birds.

Level 7

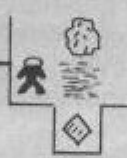
- Move quickly to a position where you can get all the spooks.
- Mind the blaster things in the walls.
- Move slowly when not blasting ghosties.
- That's all folks!

MULTIFACE MANUAL

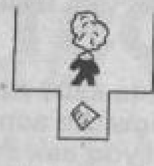
Have you ever been playing a game with your Multiface plugged in and thought to yourself, 'Wouldn't it be grand, if I could put infinite twigglets into this game and complete it like a piece of cake?'. I know I have, the trouble is you can never remember where you saw a particular POKE. But now there is a booklet with lots of POKEs listed in alphabetical order to buy from... Octogram, *1 Druid Woods, Stoke Bishop, Bristol, BS9 1SX*. It has POKEs for *Academy* right through to *Zzoom*. All you have to do for a copy is write to the above address enclosing your name, address and a cheque or postal order for £3.99 including post and packing made payable to 'Octogram'. Problem solved.

REPTON MANIA

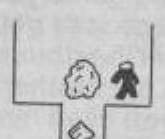
Here's a little tip from John Davey and his friend Terry for that classic game *Repton 1*. The situation below crops up in later levels, and as it would be hard to explain, here are some pictures.
Say you had a situation like this...



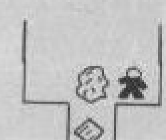
What you would do is...
Go under the boulder...



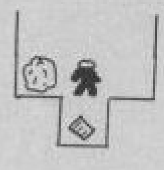
Quickly go to one side...



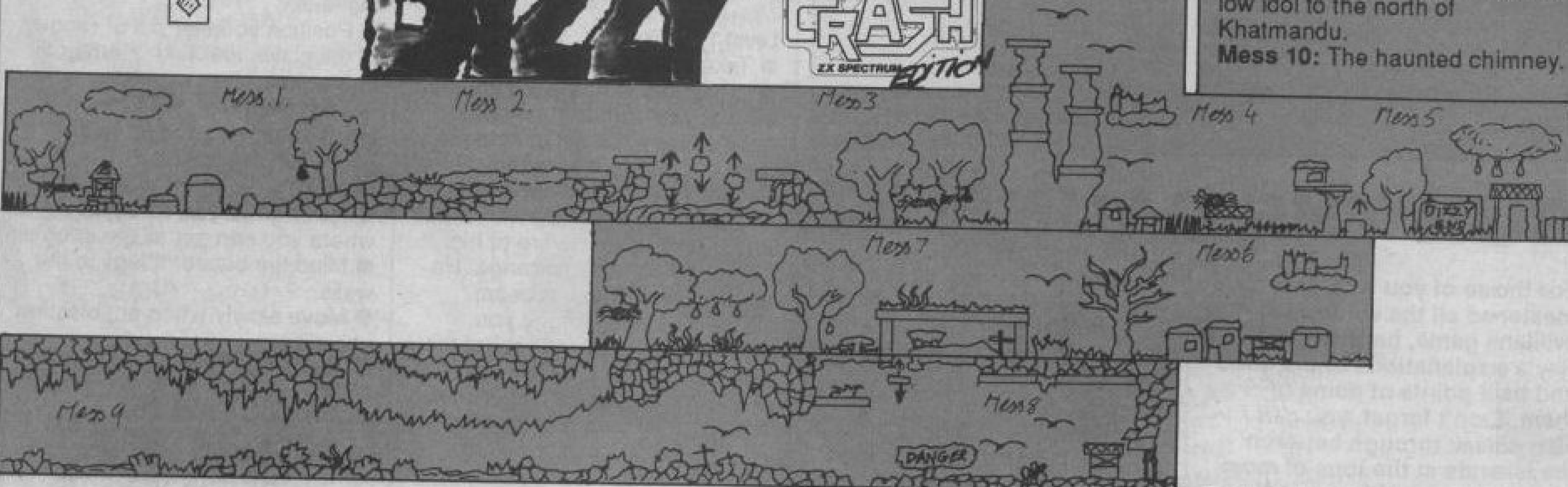
Push the boulder on to the other ledge...

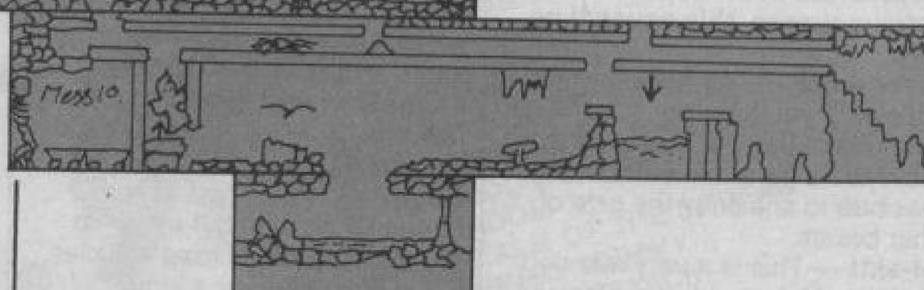


Now collect the diamond...



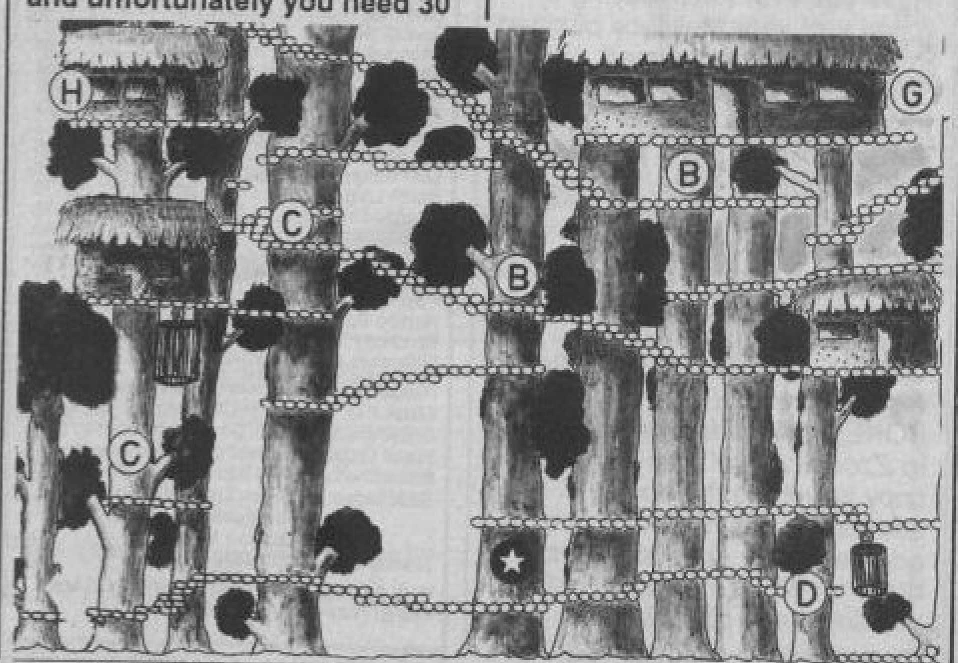
Mess 1: Other great games by the Oliver Twins include.. blah, blah!
Mess 2: You are enteringthe haunted forest.
Mess 3: Strange — the g'ound sounds hollow or would do if you were playing the real Dizzy!
Mess 4: The hermits rickety old house — paying visitors only!
Mess 5: The gateway to the graveyard.
Mess 6: The village of Cigam.
Mess 7: The mine entrance.
Mess 8: The deserted diamond mines.
Mess 9: There's a one eyed, yellow idol to the north of Khatmandu.
Mess 10: The haunted chimney.





TREASURE ISLAND DIZZY MAP (not again!)

Oops, a mistake was made way back in Issue 62 on the map of this super game. As you can see from the bit of map below, one coin was missing. There were 29 printed on the map, and unfortunately you need 30 to complete the game (whoops!). So, marked below is where to go to find this extra hidden coin. Thanks to Ross Kobak **of Fife in Scotland for pointing it out.**



ONE MAN AND HIS DROIID

Everyone must have played that brill cover game from last issue by now. Well, at least one of you has! So here are the codes to all 20 levels from Michael Powbion **of Staines.**

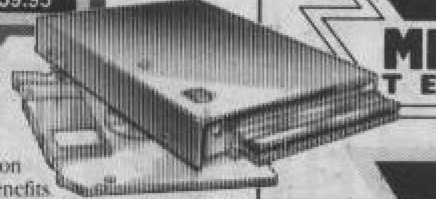
Level 1: NONE
Level 2: EMPIRE
Level 3: PREDATORY
Level 4: RUMINATE
Level 5: RYEGRASS
Level 6: VACUUM
Level 7: VAMPIRE
Level 8: RAGOUT
Level 9: GRAIN
Level 10: AASVOGEL
Level 11: BLIZZARD
Level 12: CLOCHE
Level 13: COLANDER
Level 14: ECTOPLASM
Level 15: ECOLOGY
Level 16: FEROCIOUS
Level 17: FETLOCK
Level 18: GOOSEBERRY
Level 19: GRAVITATE
Level 20: UPANDAWAY

Oh, glory be. What have we here? Is it the end of anmother Playing Tips section? Well if it is, it must be time to say g goodbye until the next lap. Thank you for tuning in, my children,n, and don't forget that if you have written a letter on a piece of p paper and put my name on the top, pop it in an envelope and sesend it to this little address... Nick 'red and blotchy' Roberts, Pla'laying Tips, PO BOX 10, Ludlow, Shropshire, SY8 1DB. Tarah!

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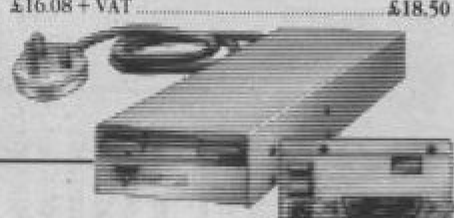
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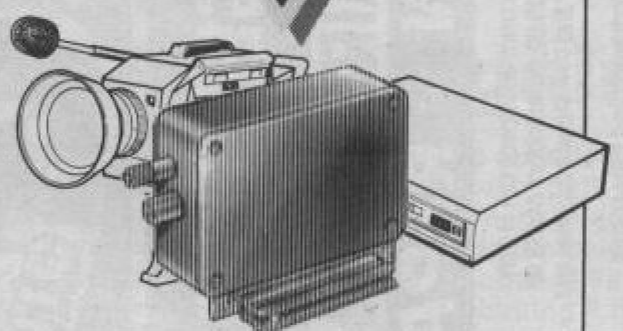
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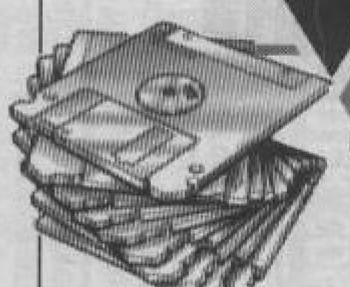
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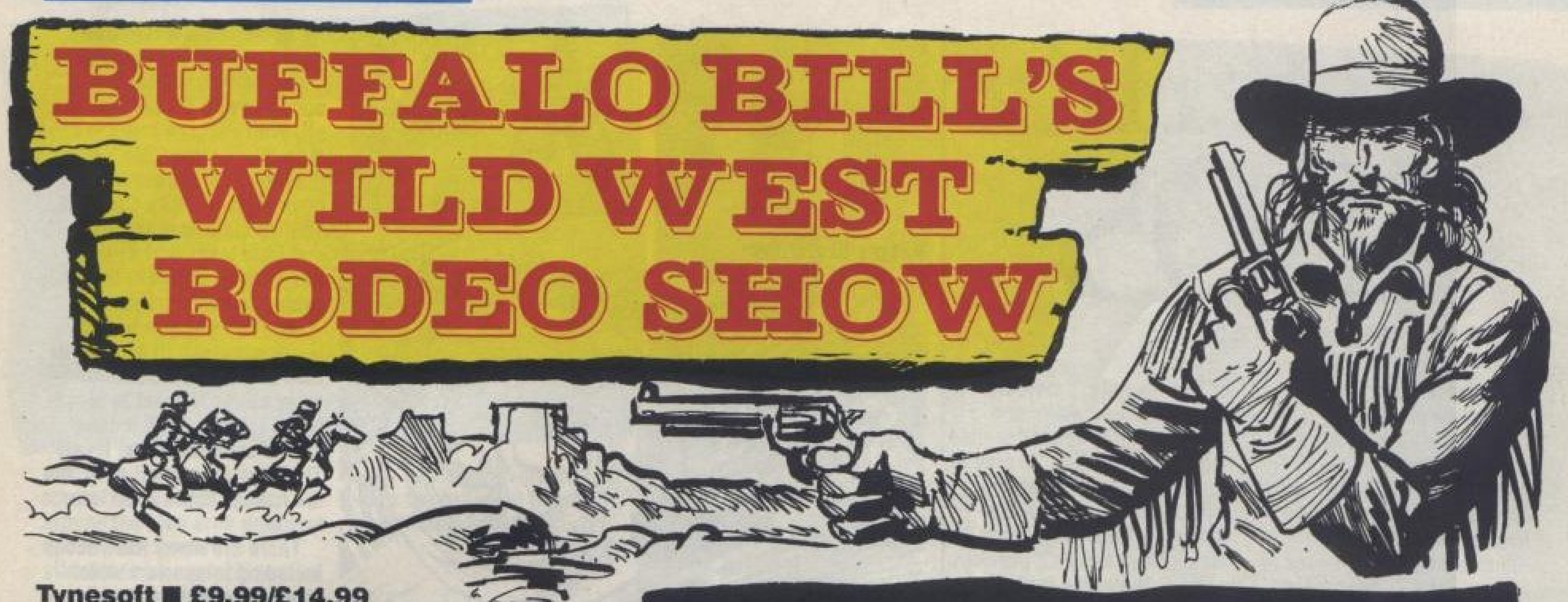
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BUFFALO BILL'S WILD WEST RODEO SHOW



Tynesoft ■ £9.99/£14.99

Yee-ha! Ride 'em cowboy! Yes siree, all the thrills and spills of a wild west rodeo moseys on into town courtesy of Buffalo Bill himself. Six events, play them individually or as a series — the choice is yours, out to test your ability to be a rootin' tootin' son of the west.

Try your hand at *knife throwing* and see your beautiful assistant spiked on the rotating board (whoops!). Pointing the sights at the place you want the knife to land (careful now...), but don't forget that the board turns. If you miss the horse in the paddock laughs at you!

Next comes *trick shooting*, time to get your pistol out and have a shot at the baddie targets as they rise and fall from the ground. But it's no good getting trigger happy with these targets, you might just shoot the teddy bear out of the hands of an innocent little girl who just happens to be strolling by!

Calf-roping is another wild west favourite; ride your horse to the side of the calf and simply lasso it with the rope. But it's easier said than done, and many a CRASH writer has ended up in the dirt! *Bronco riding* is really funny to watch but not so amusing when it's you being thrown off a bucking horse!

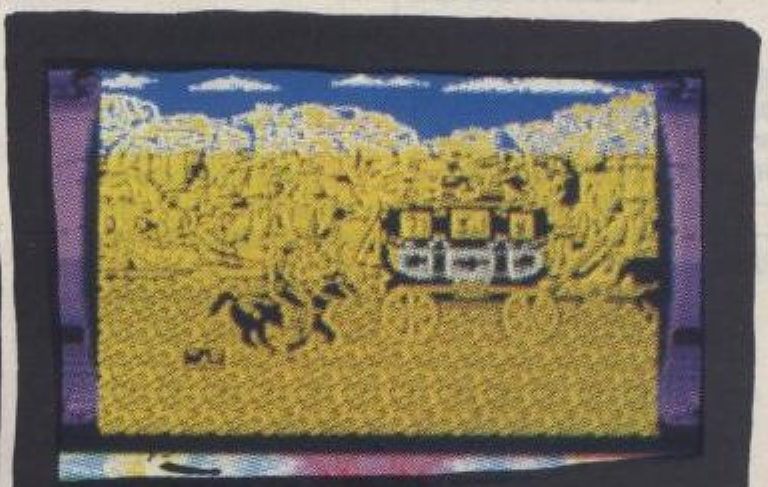
Steer wrestling is the next event, and this seems impossible; jumping from a galloping horse and clinging to a rampaging steer for dear life cannot be classed under 'fun'! The last stage — the grand finale — is a good stage coach rescue. The hero rides up against a speeding coach, jumps onto its side, climbs up and beats an indian in a fist fight to rescue the fair maiden.



This is all good wild west fun and I am totally addicted. The graphics are excellent, with colourful detailed back drops, well drawn animated sprites and action just bursting out of every event. There is a good dose of country style tunes and plenty of hoof-trotting effects. *Buffalo Bill's Wild West Rodeo Show* is a fantastic game whether you play it on your own or with a group of friends.

NICK





MIKE Just when you thought it was safe to forget the sports simulation... Well, it's not really a sports sim I suppose, if only because the idea behind this multiple event challenge is so original. It's great; the events are as difficult as any other multi-eventer (there's three skill levels as well!). The graphics are fine, the sound's very atmospheric on the 128, and the gameplay is wildly addictive. All topped off with marvellous presentation — it's great!

A very playable, addictive and often funny series of six great games.

RATING

PRESENTATION	83%
GRAPHICS	84%
SOUND	84%
PLAYABILITY	85%
ADDICTIVITY	86%
OVERALL	**86%**



austerlitz 1805

CCS/Ken Wright ■ £12.95

The Austerlitz conflict took place on December 2 1805 and is regarded as Napoleon's finest hour. In it the self-proclaimed emperor clashed head on with General Kutusov's combined forces of Austrian and Russian troops.

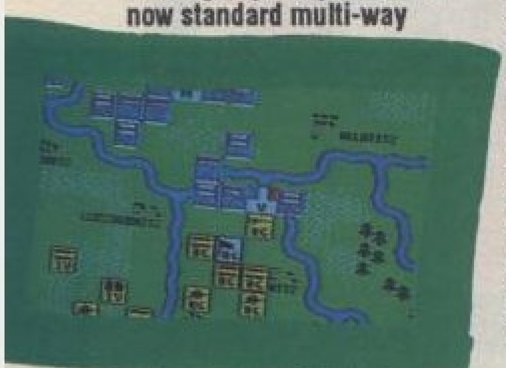
The day ended well for Napoleon in real life, but things aren't the same in computer terms — with play on either the Russian or French side offered at three levels of difficulty, things don't all have to go Napoleon's way.

Austerlitz bears similarity in operation to previous games CCS (such as *Napoleon at War* and *Wellington*). Played via the now standard multi-way smooth scrolling warzone map, orders are handed down to individual infantry, artillery, cavalry and reserves who move in specified form (either Line, Column or Square). This is a realistic and standard method of movement (if a little dated) but much of the game is not that new in ideas; although the subject matter is more extensive than *Wellington*.

A handy reorganization option allows units to disband or amalgamate, providing more manouevrabilty or a more powerful force, depending on the situation. In play of course, *Austerlitz* is all too familiar, although the challenge is a lot stronger than most of Ken Wright's previous games. The game is very generous with combatants (in keeping with the actual battle) and rarely does a turn go by without some form of mass battle taking place.

Wellington was relatively sedate compared with the very bloody *Austerlitz* and it is in many ways (game tactics in particular) reminiscent in style to *Napoleon at War*. With so much more happening on the battlefield the basic challenge of 'kill 'em all' is more pronounced and the game is better. The command system, while easy to utilise, is still a little simple considering the real conflict and as such the game's flexibility is limited. A good recreation though of Napoleon's greatest conflict despite the lack of improvement in its execution.

ROBIN HOGG



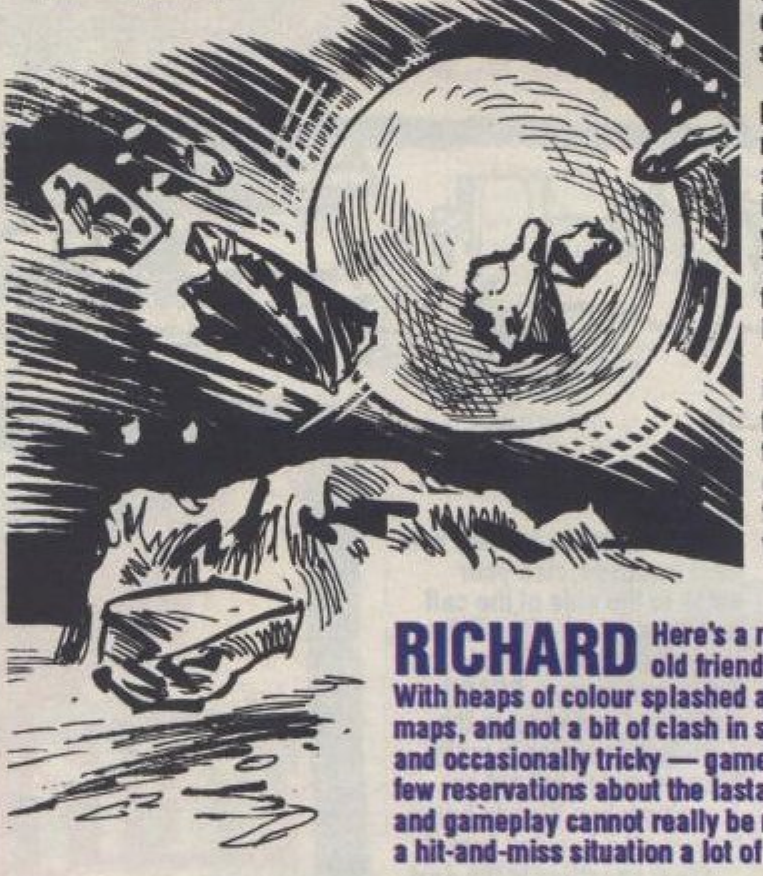
Just Who Is This Mysterious Robin Hogg Type Person?!
A nation wants to know! Robin, or Little Hoggy as he's known in the Towers (and to a select few at US Gold), is one of these bori..er, intelligent types who can appreciate strategy and simulation software to its best — that's why he reviews them. Robin has had two—two!—years of gruelling experience on TGM and now ZZAP, writing this kinda stuff. He recieves no fan mail. Aw.

Simple to use but a challenging and authentic wargame.	
PRESENTATION	82%
GRAPHICS	77%
SOUND	n/a%
PLAYABILITY	80%
ADDICTIVITY	74%
OVERALL	**76%**

RATING

TITAN

Titus ■ £8.99



Yes, it's a whole new concept in computer gaming! *Breakout*, oops sorry no it's not that at all. Well perhaps just a tad then. The boring little bat at the bottom of the screen has been replaced with a square. There's eight-way scrolling and little icons that do various naughty things to the sqaure (sounds fun so far!).

Surprisingly, you have to knock a metal ball around the map and hope that it knocks away all the breakable blocks in the landscape. If it does you've completed that level. That may seem a bit easy, but the nasties come in on later levels.

There are many nasty icons including teleporters which transport you from one side of the landscape to the other, contact blocks which build themselves into walls when you pass them and the nasty

RICHARD Here's a novel twist on one of our dear old friends, and a playable one too! With heaps of colour splashed around on the large scrolling maps, and not a bit of clash in sight, it makes the whole — and occasionally tricky — game all that much more fun. A few reservations about the lastability: *Titan*'s control method and gameplay cannot really be mastered, remaining heavily a hit-and-miss situation a lot of the time.

DOMINATOR

System 3 ■
£9.99/£14.99

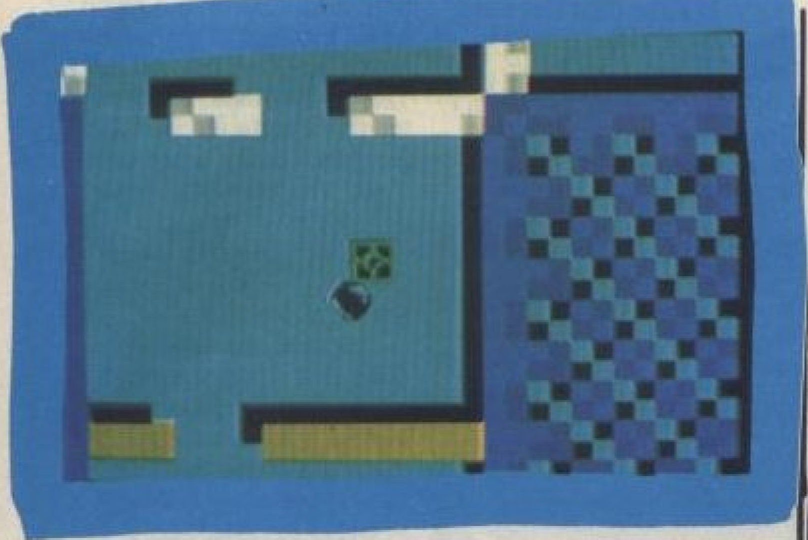
Gritting your teeth with all the determination that made you the last hope for this bluey-green earth, you settle into your sleek starfighter to do battle for the last time against the scavengers and space mutant horrors floating high above the planet, poised on the final destruction of all civilization. All inhabitants of our planet are under a false sense of security thinking there's no threat to our very existence. How wrong they are. The loons!

As the only hero remaining of the once-glorious crack defence fighter pilot team, you take on the grotesque mutant creation set on destroying us. To crush this obscenity you must brave the body defence mechanisms inside the creature so that you may obliterate its sustaining organs, and once and for all put a stop this crazed hunger stampeding across the galaxy (ie a bit like like Nick -Ed)

The game's split into part-horizontal and part-vertical scrolling. This adds some variety but doesn't make playing any easier. At the start your ship is armed with just the basic pulse canon, but icons can be shot or







death icons which kill. The speed the ball rebounds around the play area gets quicker the longer it's allowed to bounce, till you turn into a mad person trying to catch it (doesn't take much for some people -Skip).

I wouldn't exactly say that this is an original concept. It's more like loads of other games piled into one. The graphics are not that impressive either and the colour schemes get very garish. There's some playability to be had here, though, and you can have fun trying to catch the ball as is goes spinning off in the opposite direction.

If you're after a game that twists the breakout theme then *Titan* is for you.

NICK

Fun to play, but lasting appeal may fade.

RATING	
PRESENTATION	75%
GRAPHICS	56%
SOUND	63%
PLAYABILITY	72%
ADDICTIVITY	69%
OVERALL	69%

MIKE Wayhey! Domination! Fnar, fnar! No, get off Nick, it's my turn now, your comment's finished. I don't know, eh? This sort of game has been done so many times before! OK, so it's got pretty good graphics, but that doesn't make a game; there needs to be some element of gameplay in it, and I'm afraid that *Dominator* is such old hat that all the addictivness has worn off on other games to which it bears such similarity. In its own right, it's a jolly good shoot-'em-up, and if you've spent the last five years locked away in a computerless environment, you might well find this excellent. I'm afraid I didn't though; how about an original idea next time, System 3, coz this one ain't gonna work!

picked up along the way to give auto fire, lasers and even a cheat mode to help you defeat the aliens.

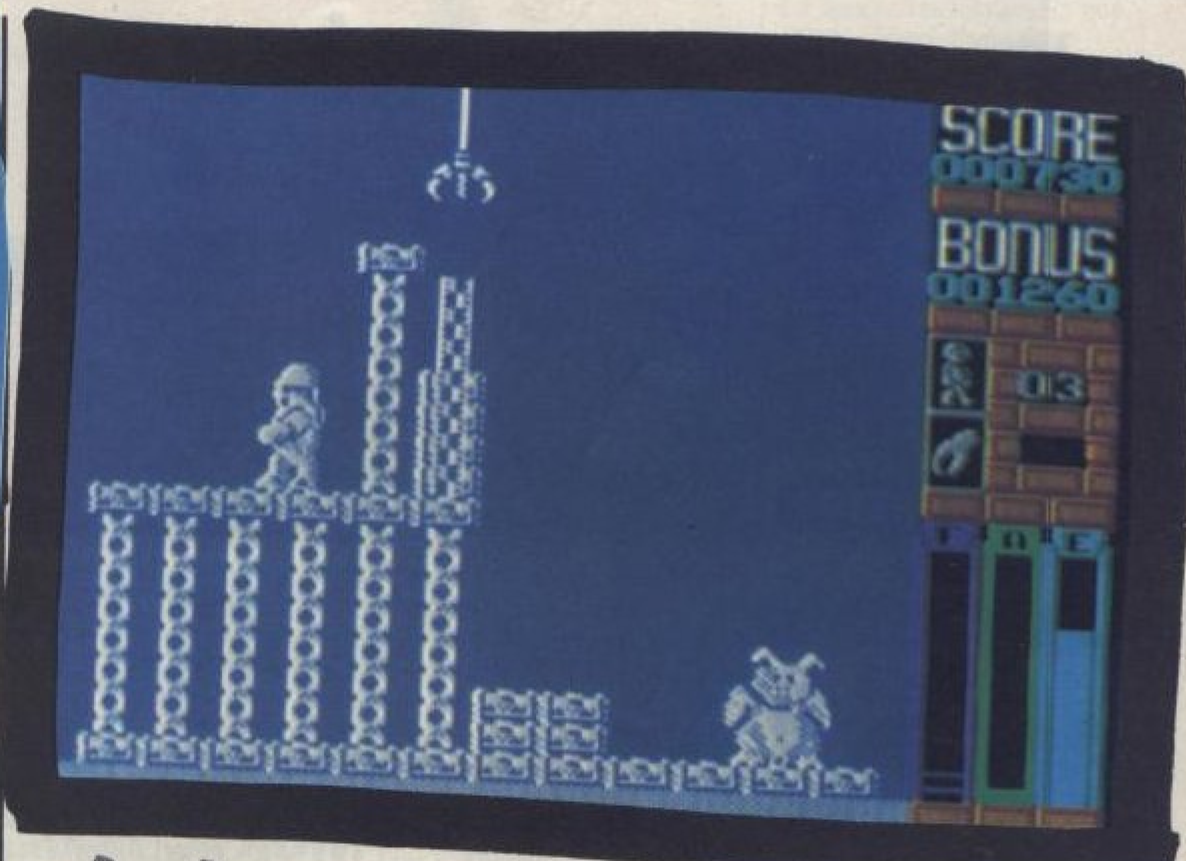
What can I say about *Dominator* that hasn't been said about every shoot- 'em-up on the market? The graphics in the game aren't bad but you'll have seen similar ones literally hundreds of times before. There's one thing *Dominator* has to offer that many other blasting games don't though, animated scenery plus loads of colour, but lots of clash to go with it. Typical.

Puny sound effects and an average tune accompanying the action don't jolly things along at all. *Dominator* is one of those games you will either love or absolutely hate. If you like shoot-'em-ups of any shape or form, this may be for you.

NICK

Nice graphics, shame about the gameplay

RATING	
PRESENTATION	78%
GRAPHICS	79%
SOUND	58%
PLAYABILITY	63%
ADDICTIVITY	49%
OVERALL	59%



High steel

Screen 7/ID ■ £9.99/£14.99

Yes, it's the game of the job that everybody wants to do, building! I used to play with my Lego blocks for hours and now you can do the same sort of thing (without losing that crucial bit to hold the whole thing up) with *High Steel* from Screen 7.

A crane drops building materials, with food occasionally, into the construction plant, and from there you pick-up girders and bricks to build floors of a skyscraper to complete each level.

Firstly place a girder on a flat piece of ground and put a brick on top by climbing up the girder. When a row of five girders and bricks are in position you've completed the first levels. The second level requires two floors with strong foundation.

This may seem easy to the unsuspecting reader, but there are hindrances to bugger up your day's work. Gremlins, mothers, crawlers, spitters, banana skins and a entire host of nasties have been brought to life to knock you down, slip you up and generally knock you about. All these enemies are cleverly designed. For instance, the gremlins come along and drop eggs on the platform. Then a mother is sent down from the skies to hatch the egg into a crawler. Luckily the builder can kill the gremlins, mothers and crawliers with his trusty old spanner.

High Steel is a really simple idea but can be infuriatingly difficult to play. Just as a space is cleared to put down a girder the stupid crane goes and puts another brick there and stops you from placing the girder! Arrgghh! The cartoony-style characters are brilliant and are all animated well. It's a pity the colour's limited to just blue and white, but you can't have everything can you?

To round off this very arcade-style game there are ditties and sound FX to complement the non-stop action perfectly. *High Steel* may get so annoying that you want to throw the computer out of the window, but it's worth it for the arcade addictivness.

NICK

MIKE This game is sooooo frustrating! Each level is quite challenging (except the first one), so by the time you're really getting on, any loss of life can result in the breakage of joysticks and things! The graphics are fairly poor; there's nothing special to make it attractive, and the sound's fairly simplistic, but there's something about the game design that makes it incredibly compulsive. You have to play it for a while to really get to like it, but once hooked... The presentation is unremarkable, but *High Steel* definitely has that intangible 'it' that makes playing enjoyable.

An original game theme that will have you hooked!

RATING	
PRESENTATION	77%
GRAPHICS	72%
SOUND	71%
PLAYABILITY	68%
ADDICTIVITY	79%
OVERALL	78%

Gilbert

ESCAPE FROM DRILL

Again Again/Enigma Variations

■ **£9.99 £14.99**

I'm sure we're all well acquainted with the disgusting snotty slimy green (and I mean that literally) alien thingy from Get Fresh and Gilbert's Fridge. Yep, Gilbert's back, and this time it's your computer that gets covered in filthy green goo!

The foul alien hero is getting his colleagues on planet Drill a bit annoyed. He can't stop telling every one how wonderful he is, so when he gets offered a new contract to appear on Earth TV, his not-so-friendly friends nick some essential bits of his spaceship, The Millennium Dustbin, so as he won't be able to get to Earth to sign the contract. Poor Gilbert. No-one will tell him where the bits are, and so he can't go back to Earth. He'll have to go on a YTS...!

But — but! — there is one hope left. Scattered around homeworld Drill are five arcade machines. Play the games successfully, and the machines will give him a clue as to the location of one of the parts for the Dustbin. *Brain Drain* is a memory game where you have to match tiles by remembering where you saw them; in *Sprout Wars* you shoot the little face lots of times without hitting any of the sprouts; *Greed* is a Tron variant where you collect numbered bags of money in order without crossing your path; then there are the fairly obvious *Earth Invaders* and *Ping Pong*.

Gilbert is really good fun. I don't like the character (not that I ever watch Saturday morning children's programmes, ahem), but Again Again have made a good job of this one. The tune on the 128K is excellent, and though the five arcade machines are incredibly basic, when combined with the rest of the game, they make a nice diversion; it's quite fun just to hunt around Drill for a machine to play.

Colour is overdone (turn down that contrast control matey!) but the Gilbert animation is quite funny, especially the snotting (who said that?)! The other computer versions of *Gilbert* were laughable; it's good to see that the Spectrum can still beat the competition!

MIKE



NICK Yukky! Snotty little alien creatures on your computer! *Gilbert Escape From Drill* is in a very similar style to games like *Garfield — Big Fat Hairy Deal* and *Jack The Nipper*. Drill, the aliens, and Gilbert himself, are all done in a cartoon graphics which adds to the appeal for youngsters, plus there's a jolly tune playing all the time (and it does get a bit annoying!). The game's playable for a while, but for hardened gamesters it won't last long. Younger games players familiar with the Gilbert character will love just exploring the city, so it might be worth buying for them. Quite a fun little game.

Disgusting creature, smart game!

RATING	
PRESENTATION	77%
GRAPHICS	76%
SOUND	78%
PLAYABILITY	73%
ADDICTIVITY	77%
OVERALL	**76%**

THE CRASH COLLECTION: VOL I

A CRASH Smash

US Gold ■ £12.99/£17.99

Lookit this! It's a compilation from US Gold bearing our very own name, and indeed five fab US Gold games therein! The five smashing games were picked by CRASH game players going back to the dawn of time and all are Smashes!! Well, except for *720°*, but we reckoned it should have been a Smash after playing it for months! Anyway, this is what you get for your dosh:

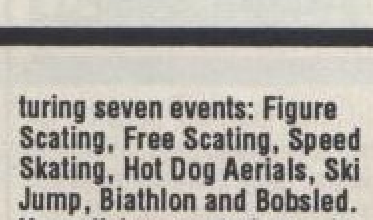
BIONIC COMMANDO: Loads of platforms across heaps of levels as you leap and bound through the scenery, bopping off the alien invaders. Equipped with handy telescopic arms you swing from pinacle to pinacle, pulling your way to the exit at the top of each level, and then onto the next. Endless fun, with smart graphics and excellent sound and a veritable mountain of playability.



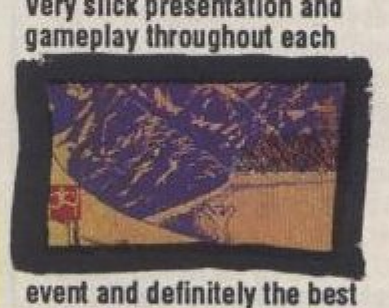
720°: Skateboarding action at its very best! Take your 'board into the brilliantly drawn park and its four separate stunt courses to become the champion. Fabulous playability, and enough to keep you playing for months!



WINTER GAMES: A compendium of winter sports featuring seven events: Figure Scating, Free Scating, Speed Skating, Hot Dog Aerials, Ski Jump, Biathlon and Bobsled. Very slick presentation and gameplay throughout each event and definitely the best of the 'Games' series on the Speccy



IMPOSSIBLE MISSION II: The original was naff but this is the bee's knees in action-packed espionage. Run through Elvin Atombender's maze-like tower, destroying robots and collecting codes to let you into the main computer to stop the bomb exploding. An all-time great from US software house Epyx, very addictive with great depth to keep your interest sustained.



SPY HUNTER: This is my favorite game ever on the Speccy! Continuous adrenalin pumping action in car and boat chases up and down colourful landscapes. Incredibly simple to play, but the fun just doesn't stop as the roads get busier, bridges start collapsing, and the enemy cars and boats get more devious! Brilliant!!!

It's silly to rate this pack, because it's obviously a CRASH Smash — else why would those games be there?! Miss this compilation and you're as useless as a whoopee cushion in a baked-bean factory!

RICHARD

BUDGET

It's a rollercoaster of budget fun and mayhem!! And Nick Roberts and Richard Eddy are in the front seats!! Woooo!

SCOOBY DOO

£1.99 ■ Encore (rerelease)

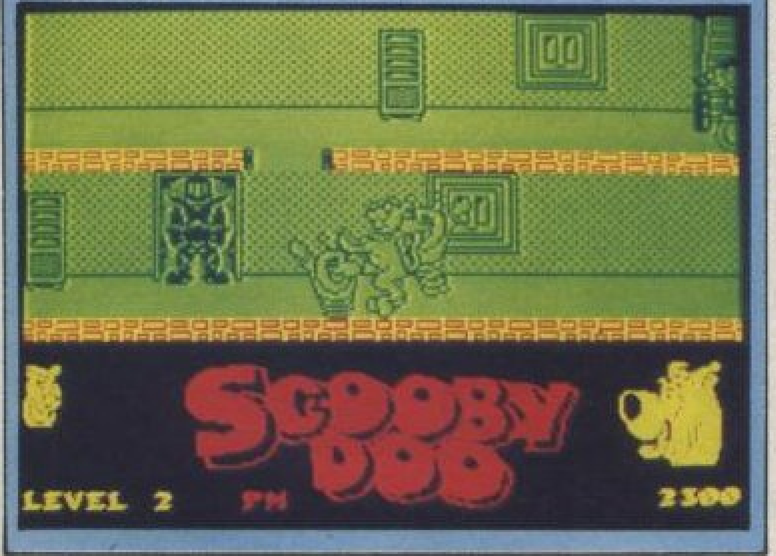
Scooby Doo is the perfect example of highly defined playability with a devious mix of addictibility; the sort of game you'll play and play. Programmed by Gargoyle Games, sadly no longer working on things Spectrum, in 1986, Scooby Doo is still as much fun to play today as it was then.

You control Scooby, running on hind legs, through a huge haunted mansion wherein his chums are being held captive by evil scientists. Scooby's job is to run through each maze-like level, bopping ghosts and other assorted ghoulies to release Velma, Shaggy (gnuk!), Fred and Daphne. When they're safe, Scooby progresses even further to kill off the scientists on the higher levels of the mansion.

Scattered throughout the mansion are the 'oh desirable' Scooby Snacks; when eaten, they bump up Scooby's number of lives by one.

Scooby Doo received a CRASH Smash when it was originally reviewed, and we've enjoyed it so much it deserves another!

Overall 91%





SUPERKID

£1.99 ■ Atlantis

This is the latest game by The Shaw Brothers, the programming team who brought you such delights as Tank Command, Gunfighter, Cerius, Heartbroken and Kosmos (ooo, the skwibbly game!). And being in the same graphical style as these, Superkid is bound to be a hit with budget fans too.

New York 2089AD is no change from today: The streets are littered with the dead bodies of innocent citizens and thugs as the street gangs conduct open warfare. What is needed is an old fashioned superhero to save the day (and do a bit of street sweeping to clear up the gungy mess!).

Meanwhile in Professor Ian Stein's (ha!) lab, a potion allowing humans to fly has just been created. Mistaking it for a bottle of lemonade, the prof's nephew, Tom Essex, swigs it down and turns into... Superkid. With his new superpowers Tom goes around the 3 areas of each city, beating up the baddies, guiding grannies back to the rest home and saving girlies from the tops of buildings. Being such a hard nut, all Superkid has to do to kill a villain is run into him with his fist. Once all the areas are cleared, he must return to battle with the remaining gang members, but this time they are tougher, and it's night time!

Superkid is a fun little game with nicely coloured graphics and jolly sound. The programmers have catered for all tastes with the option of choosing monochrome in different colours too. The trouble is that you soon tire of just rescuing the girls and guiding the grannies. Fun for a while at the price.

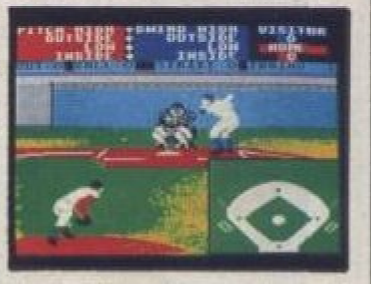
Overall 73%

HARDBALL

Kixx ■ £2.99 (rerelease)

Hardball is simply a brilliant baseball simulation for one or two players. If you don't know how baseball plays, well, tough. It's too long to go into all the rules here. Basically, you have a pitcher (who throws the ball), a batter (who hits the ball as far as possible) and an umpire (who makes descisions you probably won't agree with!).

Whether you're batting or pitching, you determine your stroke from a menu of options at the top of the screen, and



the ball flies off accordingly. If it flies far enough the batter dashes around the bases of the field to score as many runs as possible. The team with the most runs wins.

The presentation of Hardball is wonderful, and graphics are neat throughout (especially on the pitching scene). Though a little tricky to begin with, Hardball is worth perservering with as it's a decent and realistic simulation.

Overall 80%

DALEY THOMSON'S DECATHLON

The Hit Squad ■ £2.99 (rerelease)

Ah, the Grand-daddy of all sports games enters into the arena once again. Endorsed by Olympic champion Daley Thompson, who went on to endorse Supertest and Olympic Challenge, it features ten events (naturally enough), which are split into two days of gruelling sportsmanship. Day one, on the A side, has the 100 metres, long jump, shot-put, high jump and the 400 metres. While on the B side you compete in 110 metres hurdles, discus, pole-vault, javelin and finally the killer event 1500 metres.

The cause of so many joystick deaths (due to the fast 'n' furious stick waggling needed throughout all ten events), looks a tad crude on the graphics front by today's standards, but still retains the playability factor which made it such a hit!

Overall 74%



MONTE CARLO CASINO

CodeMasters ■ £2.99

Ever fancied being a millionaire, like that Skippy bloke, with fast cars, fast girls and pots of dough? Well, now you can (until you turn the computer off, anyway) with this new game from the masters of budget, CodeMasters.

You are issued with £10,000 and told to gamble to your heart's delight in the Monte Carlo Casino. With five well known games packed in, there should be something to your taste. You can chop and change from one game to another, keeping the amount of cash you have lost or won on the previous game (ooo, just like real life!). There's Five Card Draw Poker, Roulette, Blackjack, Jackpot Machine and Craps (I beg your pardon, this is a respectable magazine!).

BUDGET

Two are card based, one uses dice, one a spinning wheel and the last a good old fruit machine. A favourite is the fruit machine, probably because it's the easiest to win loads of cash on!

Graphics are in the CodeMasters neat and colourful style now. All the people around the tables shuffling cards and looking worried about their life savings are drawn in Rock Star Ate My Hamster style. There's plenty of colour to be enjoyed, plus lots of jingles, tunes and sound effects. If you are addicted to gambling, but can't afford this expensive hobby, get Monte Carlo Casino, it's cheaper in the long run!

***Overall* 84%**

RAMBO

The Hit Squad ■ £2.99 (rerelease)

Cor, we remember this from many a play, and it's still pretty hot, even though not really up to the standards of some of today's software. It's set in the Vietnamese jungle, and Rambo is on a mission to photograph the plight of American prisoners of war. But having found them, will his conscience let him walk away? Silly question!

Armed with just a knife and bombs to begin with, he decides to rescue Colonal Trautman and hi-jack a helicopter to free his buddies. Rambo roams through one main landscape killing enemies and rescuing his mates, first on foot, then in an army chopper.

Slightly outdated by today's standards are the graphics — mainly black, with prison camps, helicopters and little men all recognisable and coloured, but with clash problems. The sound Ocean packed into this game takes you back in time: a brilliant tune (for a 48K machine anyway) on the title screen and plenty of gun effects to keep your ears buzzing as you play. Rambo— First Blood Part Two, to give it it's full name, is fun, and in our opinion beats the new Rambo 3 for playability. At this price you should buy it.

***Overall* 78%**



MASTERS OF THE UNIVERSE — THE MOVIE

Kixx £2.99 ■ (rerelease)

By the power of Greyskull, I have the power! So He-man says, but can we take his word for it? He must fight nasty people and collect eight chords in five game sections. Chords are found in the streets, others can only be obtained by splattering Skeletor's hit men. He-Man has brought along two of his pals to help him in his mission, Teela and Gwildor. He-Man may be the master of the universe but he definitely isn't master of the computer game. This is bad with a capital B and another of those boring Gauntlet variants which cropped up so much in the past. He-Man is a tiny character, mostly mid- screen, and a not very impressive one at that. The graphics do slightly improve on some levels, but not enough to make you shout it from the roof tops! The tune doesn't resemble the cartoon series at all. The tasks and plot being exactly the same each load, does not help the lastability factor.

***Overall* 53%**

JACK THE NIPPER

Kixx ■ £2.99 (rerelease)

A CRASH Smash

He's wicked, he's evil, he's Jack The Nipper! This is the first of the series, the second being Coconut Capers, and one of the better full price games on the Spectrum in 1986. It hasn't lost any playability in the time, and for people who haven't played it, the puzzles will bring hours of fun.

Jack is a naughty little boy who likes nothing better than to pop around the corner to the local police station and cause a riot by shooting his pea shooter at the policemen and tooting his horn at the station cat. The object of the game is to be as naughty as possible (shouldn't be hard for most of you!).

Various objects can be picked up around the town and have drastic effects when dropped in certain places or thrown at something. A naughtyometer, along the bottom of the screen, measures how bad Jack has been. Reach 100%,and the game is complete.

All sprites in Jack The Nipper are cartoon-style, so the game is just like walking into your favourite comic. The main play area is monochrome of varying hues on each screen, plus the bonus of posters, lights, etc. around the town in glorious technicolour!

The way the game has been put together is excellent, with your nappy- rash counter going up whenever you touch a goody goody, and one of the little Jacks at the bottom of the screen being spanked when the rash is on full. Jack The Nipper is a fantastic game, and even on rerelease deserves a Smash rating.

***Overall* 90%**





ENDURO RACER

£2.99 ■ The Hit Squad (rerelease)

This one's ancient, but it's still a contender for the best Spectrum race game ever. As I remember, it was the first racer to use the hill technique, and the jumps have never been repeated successfully since. Rev that bike and take it through all the levels, over dusty mountain tracks, tarmac courses and desert trails. You have to complete each track within the set time limit to progress on to the next level.



Enduro Racer isn't the easiest of biking games, I still find it difficult to get past the third level (but that says more about my game playing skill, I suspect!). Gameplay retains a big challenge throughout — and still looks and plays well after all these years, which can't be bad! Great fun, graphically impressive and varied; well worth buying, especially on budget.

***Overall* 85%**

CRASH HYPERMARKET

ZX SPECTRUM



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Back Issues!

CRASH 60
Crucial tape: Batman, Savage. Reviewed: Traz, Netherworld, Batman, Barbarian II, Airborne Ranger, Trivial Pursuit, 4 Soccer Simulators, Espionage, Exploding Fist +, Guerilla War, Powerplay, Total Eclipse, Terrorpods, By Fair Means Or Foul, A Simple Case Of Espionage, Lancelot. Features: Lloyd Mangram's Lookback, Collectable Consumables.

CRASH 61
Reviewed: Technocop, Final Assault, LED Storm, Skate Ball, Last Duel, Ring Wars, Hellfire Attack, GI Hero, Diablo!, The Lost Legacy Of Xim, Tiger Road, Question Of Sport, SDI, Return Of The Jedi, Rambo III, The Munsters, Echelon, Fire And Forget, Operation Hormuz, Circus Games, Computer Maniacs 1989 Diary, Double Dragon. Features: Crash Directory, Oldies Unlimited, Sam Coupe, Electric Nightmares - computer graphics in Hollywood movies.

CRASH 62
Reviewed: Gauntlet, WEC Le Mans, The Human Killing Machine, Dragon Ninja, Xenon, Off Road Racing, Dynamic Duo, Maria's Christmas Box, Incredible Shrinking Sphere, Ingrid's Back, The Hermitage, Dark Fusion, Captain Blood, Spitting Image, Obliterator, The Deep, The Archon Collection, Heroes Of The Lance, Ancient Battles, War In Middle Earth. Features: Arcades, The Konix Arcade Experience, PC Engine, Budget Bureau.

CRASH 63
Crucial tape: The Real Ghostbusters, Sophistry. Reviewed: Eliminator, Carrier Command, DNA Warrior, Wanderer, Blasteroids, Fish!, The Great Peepingham Train Robbery, Supertrux, Motor Massacre, Chicago, Classic Games, Clock Chess 89, Rock-Star Ate My Hamster, Superman, Pac-Land, Professional Soccer, Gary Lineker's Hotshot, Emlyn Hughes Int. Soccer. Features: Budget Bureau, Rubber Fantasies, Arcades.

CRASH 64
Reviewed: The Games - Summer Edition, The Real Ghostbusters, Skate Or Die, Renegade III, ACE 2088, BMX Simulator, Advanced Soccer Simulator, Soccer Q, Supermudge 2000, Mindtrap, Plasma Ball, Shanghai Warriors, Heartbroken, Street Gang Football, Repton Mania, Vindicators, Butcher Hill, Sanxion Remix, Stormlord, Vigilante. Features: Arcade Action, Interview with Vektor Grafix's Andy Craven, Chuck Yeager.

CRASH 65
Crucial tape: Micronaut One, Mooncresta, Dizzy, Sanxion Remix, Wanted Monty Mole. Reviewed: Forgotten Worlds, Red Heat, Super Dragon Slayer, Navy Moves, Mike Read's Pop Quiz, Microprose Soccer, Hate, Para Assault Course, Zybex, Twin Turbo V8, Wildwater.

CRASH 66
Crucial tape: Quondam, One Man And His Droid, Nick Robert's POKEs, Robot Messiah, Whole New Ballgame. Reviewed: Times Of Lore, Silkworm, Crazy Cars II, Bobs Full House, Thunderbirds, Time Scanner, Super Scramble Simulator, Captain Fizz, Wellington At Waterloo, Rick Dangerous, Xybots, Tower Of Light, The Running Man, Jaws, Roller Coaster, Arcade Flight Simulator, Task Force, Bombjack II, Street Cred Football, Kokotoni Wilf, Subway Vigilante, Kosmos.



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EARLY WARNING:

If you wish your sub to commence with issue 68, we must receive your coupon no later than 2nd August 1989.

Please allow 28 days for your free gift.

COMPETITION

Dress up Gill in snazzy beachwear and

WIN EVERYTHING FROM ENCORE!!



Summer sun is a wonderful thing isn't it? And what could possibly be nicer than trotting off to the beach with Encore's resident 'sauce-pot' Gill Birch? But calamity strikes! Gill simply has nothing suitable for lounging about in the sun!

It's a bloomin' shame! Because, not only is she worthy of being a Sunday Sport Stunna, but she's absolutely loaded with dosh!!! And that means being bought ice-creams and lollies all day by the foxtress.

'Tell you what I'll do, me lovies,' says the gorgeous pouting one, 'I'll give away five — five!! — Encore summer bumper packs and ten — ten!! — t-shirts to whoever can design me a fab summer t-shirt featuring the Encore logo!'

Brilliant! Yes, you could be one of the five lucky winners of the said bumper bundle, which includes all 18 Encore games ever released. That's (are you ready for this?) *Frank Bruno's Boxing, Airwolf, Saboteur, Battleships, BombJack, Combat Lynx, Commando, Batty, Turbo Esprit, 1942, Grand National, Roller Coaster, Kokotoni Wilf, BombJack II, 3DC, Scooby Doo, Blue Thunder and Deep Strike*!!!! All five winners also receive an Encore t-shirt, and there's another five t-shirts for runners-up!

Send your t-shirt designs on an A3, or smaller, piece of paper to: **ENCORE, ENCORE, MORE, MORE, MORE! COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.** Scribblings here by August 24 and normal compo rules apply

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5 LIGHTGUN PACKS MUST BE WON

Fab prizes are just a phone call away in the Hotline Compo!



Now you can blast the aliens away for real! No need to muck about with all this going-up-in-a-space-shuttle lark, simply plug in the new Sinclair Magnum lightgun, point it at the screen and blast most of the universe to pieces.

If you've read the Magnum Force feature on page 12, you'll know that the gun is a nifty piece of equipment. But think how much better it would be if you didn't have to splash out £30 for a gun pack! Well, now you don't have to, because we have five — five!! — Magnums to give away on the HOTLINE PHONE-IN quiz!!

The pack comes complete with the Magnum gun and six games — *Operation Wolf, Rookie, Missile Ground Zero, Solar Invasion, Bullseye* and *Robot Attack* — all of which are played using the gun. A right blasting treat and no mistake, missus!

Just dial **0898 555 084** for the competition questions, the line also includes details of when this month's games are being released. When you've answered all the questions send your entries to: **MAGNUM HOTLINE COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB** to arrive no later than 24 August. The first five correct entries pulled out of the sack on that day will win a Magnum pack each!!

DIAL AWAY

0898 555 084
WIN A MAGNUM!!
Five light guns and software to be won in the compo, plus this month's releases.

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What's happening in the Speccy world, it's the latest and greatest news facility!!

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Mr Tips himself brings you up to date with the latest tips!

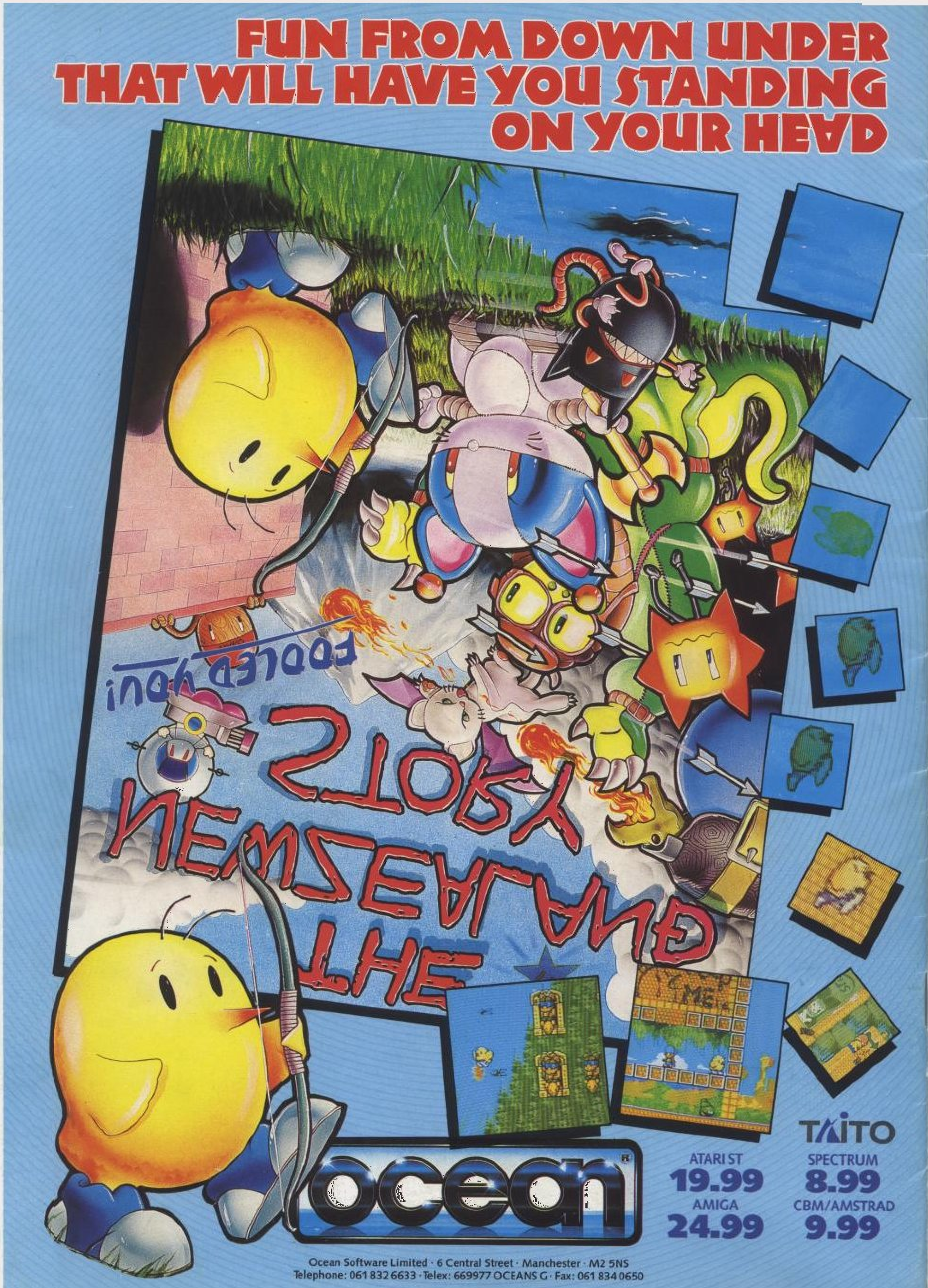
Calls cost 25p per minute during off-peak time and 38p per minute at all other times. If you don't pay the phone bill ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd.

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Distribution by COMAG, Tavistock Road, West Drayton, Middlesex.
COMPETITION RULES The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to dispatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of CRASH. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop Viv Vickress a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes may enter one of our competitions. We cannot undertake to return anything sent into CRASH — including written and photographic material, hardware and software — unless it is accompanied by a suitably stamped, addressed envelope. We regret that readers' postal enquiries cannot always be answered. Unsolicited written or photographic material is welcome, and if used in the magazine is paid for at our current rates. Colour photographic material should be 35mm transparencies wherever possible. The views expressed in CRASH are not necessarily those of the publishers.
 ISSN 0954-8661
Cover Design by Oliver Frey

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